Chapter 7: Asgard

Level 7A: The Bifrost

Story Characters

- Human Torch
- Wolverine

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, try to complete **Finish Line**, **Stud Collector**, **Minikit**, **Combo Master**, **Clean Sweep**, **No Tag Required**, and **Great Power**.
2. Playthrough 2: During your second playthrough, race through the level to complete **Bridge Builder** and the **Multi-Challenge**.
3. Playthrough 3: After you unlock Jean Grey, revisit the level during Free Play to complete **Excelsior!**

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

The Bifrost Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Mister Fantastic (Future Foundation)	Story
	Stud Collector	Collect over 22,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Story
	Bridge Builder	Power the Bifrost in 60 seconds or less	None	Story
	Excelsior!	Find and rescue Stan Lee	None	Free Play
	Combo Master	Perform a ×10 combo	None	Story
	Clean Sweep	Defeat 20 enemies	None	Story
	No Tag Required	Beat the level without using a Tag partner	None	Story
	Great Power	Defeat 5 enemies using Super Moves	None	Story
	Multi-Challenge	Finish the level in 120 seconds, Clear the level without using a Super Move, Take less than 5 hearts of damage	Deadpool	Story

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

This level takes place in a small, circular room filled with frost giants. When the level starts, follow the path to the right to find a large chunk of ice. Stand near the ice and use ranged attacks to clear out the nearby enemies. The ice automatically melts as the Human Torch approaches, so focus your attacks on nearby threats.

When it's safe, use the Build-it that you freed from the ice to assemble a generator.

There are four more frozen Build-its scattered around the area. Circle the room and repeat the process four times to assemble the remaining generators. New enemies appear every few seconds, so be prepared to defend yourself against incoming attacks.

After you have built all five generators, a door opens to reveal a heavy frost giant accompanied by a few smaller enemies. Use ranged attacks to clear out the smaller enemies, then focus on the heavy frost giant.

Stand in front of the heavy frost giant until he swings his axe above his head, then hit him with a flurry of melee strikes. When the heavy frost giant begins blocking your strikes, dodge toward him to break through his defenses, or simply wait for the chance to counter his next axe swing.

After you defeat the heavy frost giant, feel free to search the area for any remaining enemies, studs, or destructible objects. When you're ready, head through the open door to finish the level.

> **Note**
>
> After you complete this challenge, Mister Fantastic (Future Foundation) can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 22,000 studs before the level ends.

This map contains plenty of enemies, loose studs, and breakable objects. You should be able to complete this challenge by making a full sweep of the room.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

To reveal the minikit, you must smash all seven of the crates scattered around the map.

When you smash the last crate, the minikit appears in its place.

> **Note**
>
> After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Bridge Builder

To complete this challenge, you must build all five generators within the 60-second time limit.

You have to move very quickly to stay ahead of the clock. It's best to clear out the frost giants near each Build-it, but make sure that you assemble the generator and move on before more enemies arrive.

Challenge 5: Excelsior!

To complete this challenge, you must find and rescue Stan Lee.

> **Note**
>
> This challenge can be completed only during Free Play.

After you unlock Jean Grey, revisit the level to complete this challenge during Free Play. Stan Lee is pinned under a large piece of debris near the map's exit. Before you complete the level, use Jean Grey's telekinesis to lift the debris and free Stan Lee.

Challenge 6: Combo Master

To complete this challenge, you must perform a ×10 combo.

The Human Torch is very good at generating combos—simply gather three enemies and hit them with a steady stream of ranged attacks. Cycle your shots between each target to prevent any of them from attacking.

Challenge 7: Clean Sweep

To complete this challenge, you must defeat 20 frost giants.

This level provides a steady supply of fresh enemies. Simply avoid finishing the level until you've defeated enough frost giants to complete the challenge.

Challenge 8: No Tag Required

To complete this challenge you must finish the level without calling on your Tag partner.

The Human Torch is well suited to battle frost giants. Simply refrain from calling on your Tag partner for the duration of the level.

Challenge 9: Great Power

To complete this challenge, you must use one or more Super Moves to defeat at least five enemies.

As you circle the room, collect enough studs to charge at least one Super Move. Gather a few enemies together, then activate your Super Move to clear the entire group. Repeat the process as needed until you complete the challenge.

Challenge 10: Multi-Challenge

To complete this challenge, you must avoid using Super Moves, take less than three hearts of damage, and finish the level within the 120-second time limit.

To stay healthy, make sure that you clear out all nearby enemies before you attempt to assemble a Build-it. As long as you focus on constructing the generators, you shouldn't have any trouble staying ahead of the clock. When the heavy frost giant appears, use a combination of standard attacks and Tag Moves to defeat him, or simply dodge around him and race through the open door.

> **Note**
>
> After you complete this challenge, Deadpool can be purchased for 12,500 studs.

Chapter 7: Asgard

Level 7B: The City

Story Characters

- Thor
- Human Torch

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, ignore the timed challenges. Try to complete **Finish Line**, **Stud Collector**, **Clean Sweep**, **Combo Master**, **Mischief Maker**, and **Electric!**
2. Playthrough 2: During your second playthrough, race through the level to complete **Avalanche**.
3. Playthrough 3: During your third playthrough, avoid the heavy frost giants as you race to the end of the level and complete the **Multi-Challenge**.
4. Playthrough 4: After you unlock Free Play for this level, use the Human Torch to complete **Warriors Three**.
5. Playthrough 5: After you unlock Free Play, use Mister Fantastic to complete the **Minikit** challenge.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

The City Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Thor	Story
	Stud Collector	Collect over 10,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Free Play
	Avalanche	Defeat the heavy frost giants in 100 seconds or less	None	Story
	Warriors Three	Rescue the Warriors Three	None	Free Play
	Clean Sweep	Defeat all 25 enemies	None	Story
	Combo Master	Perform a +10 combo	None	Story
	Mischief Maker	Destroy all Loki banners	None	Story
	Electric!	Defeat 3 enemies using Thor's lightning attacks	None	Story
	Multi-Challenge	Finish the level in 100 seconds; Complete the level without using a Tag partner; Complete the level without using any Super Moves.	Doctor Octopus (Ultimate)	Story

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

When the level starts, clear out the frost giants that you encounter as you follow the bridge into the city. Continue up the steps to find more frost giants waiting in the next area.

Clear out the enemies, then search the room for studs and breakable objects. When you're ready, follow the path to the right and use the Build-it at the edge of the area to build a generator.

Face the generator and use the action button to power the generator with Thor's lightning attack. Hold the attack until the generator is fully charged and the nearby chamber opens. Defeat the approaching frost giants, then follow the path toward the center of the city.

Clear out the enemies along the path until you reach a group of frost giants guarding a second generator. Use your preferred tactics to defeat the heavy frost giant and all of the smaller enemies that appear in the area.

When you're ready, use Thor's lightning attack to charge the generator and activate the nearby lift.

Search the area at the top of the lift, then follow the path to the right to trigger another frost giant ambush. Fight your way through these enemies and into the room at the end of the map.

Approach the table at the center of the room. Loki appears and summons a large group of frost giants. As you battle these enemies, avoid the icicles that fall from the ceiling. Each time you see a reticle appear on the floor, dash to safety before the incoming icicle comes crashing down.

Battle the frost giants until Loki escapes through the nearby door. Search the room for any remaining enemies, studs, or breakable objects, then head through the door to finish the level.

Note

After you complete this challenge, Thor can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 10,000 studs before the level ends.

This level contains more than enough enemies, destructible objects, and loose studs to complete this challenge. If you're thorough, you should be able to collect the required studs before you reach the second generator.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the level with Mister Fantastic. Progress through the level until you reach the top of the lift, then use Mister Fantastic to slip through the vent to the left.

When you appear on the nearby ledge, follow the trail of studs to the nearby Minikit.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Avalanche

To complete this challenge, you must defeat two heavy frost giants within the 100-second limit.

To stay ahead of the clock, try to avoid any unnecessary combat. Dash past the smaller enemies—just clear out the frost giants that attack you as you attempt to assemble the first generator.

After you charge the generator, race straight to the first frost giant. Thor's melee combos are powerful enough to knock a heavy frost giant to the ground. Use a melee combo to counter the heavy frost giant's first attack. Keep attacking until you topple the enemy, then wait for him to recover. When the heavy frost giant attempts to get back to his feet, attack him with another melee combo. Repeat the process until you defeat the heavy frost giant, then continue through the level to defeat the second heavy frost giant within the allotted time.

Tip

If you prefer, you can use Thor's flight mode to bypass the first generator. Just make sure you trigger each of Loki's ambushes to ensure that he summons the first heavy frost giant.

Challenge 5: Warriors Three

To complete this challenge, you must find and rescue the three Asgardian warriors hidden throughout the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as the Human Torch to rescue the Warriors Three. The first member of the Warriors Three is in the room just past the bridge. When you enter the room, move left to find the frozen warrior in the corner. Clear out the nearby enemies, then use the Human Torch to melt the ice and rescue the warrior.

When you reach the top of the lift, melt the ice to the right to rescue the second warrior.

The final warrior is in the block of ice near the exit. Use the human torch to rescue all three warriors before you finish the level.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat 25 frost giants before you finish the level.

Virtually all of the available enemies simply attack you as you move through the level. Defeat every frost giant you encounter as you follow the main path. If you've completed this challenge by the time Loki escapes, search the final room for any frost giants that may be lurking off-screen.

Challenge 7: Combo Master

To complete this challenge, you must perform a + 10 combo.

Thor's ranged attack is too slow to build a reliable combo, so stick to melee attacks if you attempt this challenge during Story mode. When you reach the end of the map, try to gather four of Loki's frost giants into a group, then swing away to build up your combo.

Tip

If you have trouble completing this challenge during Story mode, use the Human Torch's ranged attacks to earn a +10 combo as you search for the Warriors Three during Free Play.

Challenge 8: Mischief Maker

To complete this challenge, you must destroy all four of the green Loki banners scattered throughout the level.

The first Loki banner is in the room just past the bridge. When you enter the room, veer left and smash the banner along the back wall.

The second Loki banner is near the top of the lift. Before you follow the path to the right, smash the banner near the vent to the left.

The two remaining Loki banners are in the room at the end of the level. Destroy all four Loki banners to complete the challenge.

Challenge 9: Electric!

To complete this challenge, use Thor's lightning attacks to defeat three enemies.

When you're near an enemy, use Thor's Grab move to call down a bolt of lightning. Hold the attack to wear down the enemy's health, then release. Defeat three enemies with this move to complete the challenge.

Challenge 10: Multi-Challenge

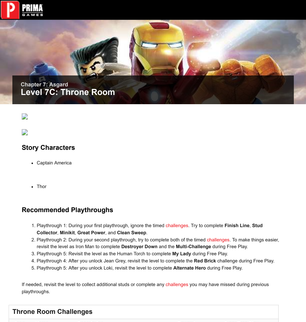
To complete this challenge, you must avoid calling on your Tag partner, refrain from using Super Moves, and complete the level within the 100-second time limit.

When the level starts, activate Thor's flight mode and head straight to the second generator. A few frost giants will be lurking in the area, but bypassing the starting area should prevent Loki from summoning the first heavy frost giant. Land near the lift, defeat any attackers, then quickly charge the generator.

When you reach the upper path, activate Thor's flight mode and soar past the second heavy frost giant. When you reach the last room, land and clear out the nearby frost giants until Loki appears. Continue to battle frost giants until Loki escapes, then follow him through the open door within the allotted time.

Note

After you complete this challenge, Doctor Octopus (Ultimate) can be purchased for 12,500 studs.



Chapter 7: Asgard

Level 7C: Throne Room

Story Characters

- Captain America
- Thor

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, ignore the timed challenges. Try to complete **Finish Line**, **Stud Collector**, **Minikit**, **Great Power**, and **Clean Sweep**.
2. Playthrough 2: During your second playthrough, try to complete both of the timed challenges. To make things easier, revisit the level as Iron Man to complete **Destroyer Down** and the **Multi-Challenge** during Free Play.
3. Playthrough 5: Revisit the level as the Human Torch to complete **My Lady** during Free Play.
4. Playthrough 4: After you unlock Jean Grey, revisit the level to complete the **Red Brick** challenge during Free Play.
5. Playthrough 5: After you unlock Loki, revisit the level to complete **Alternate Hero** during Free Play.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Throne Room Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Captain America (Classic)	Story
	Stud Collector	Collect over 7,500 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Story
	Red Brick	Collect the Red Brick	Animal Sounds	Free Play
	Destroyer Down	Defeat the Destroyer in 120 seconds or less	None	Story
	Great Power	Defeat 5 enemies using Super Moves	None	Story
	My Lady	Rescue Sif	None	Free Play
	Clean Sweep	Defeat 12 enemies	None	Story
	Alternate Hero	Complete level using Loki	None	Free Play
	Multi-Challenge	Finish the level in 160 seconds; Finish the level without using Super Moves; Defeat 3 enemies with Tag Moves	Iron Man (Mk 39)	Free Play (Recommended)

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

When the level starts, defeat the nearby frost giants as you make your way across the room.

As you approach the throne, Loki activates the Destroyer. Run to the right and take cover behind the throne before the Destroyer has a chance to attack.

Once the Destroyer is active, chunks of ice float off the floor and begin circling the throne. Use Captain America's ranged attacks to destroy each piece of ice as it moves into range.

When the Destroyer catches up to you, slip past it and take cover on the other side of the throne. The Destroy is equipped with rockets and a powerful electrified beam. Your best defense against both of these attacks is to simply stay out of the Destroyer's line of fire—either by hiding behind the throne, or by dodging behind the massive enemy each time it begins an attack. The Destroyer stomps on you if you get too close to its legs, so keep your distance to ensure that you slip past it without taking damage. Dodge its ranged attacks and duck behind the throne to continue attacking the ice.

Tip

While standing still, Captain America can use his shield to deflect the Destroyer's rockets.

When you destroy all of the floating ice, Loki's shield fades. When this happens, hit Loki with a ranged attack to temporarily disable the Destroyer. Run in and hit the Destroyer with melee combo. You only have a short time before Loki recovers, so move quickly to deal as much damage as possible.

When Loki resumes control of the Destroyer, he also rebuilds his defenses and calls a few frost giants into the area. Take cover behind the throne and defeat the nearest frost giants as you wait for the ice to float off the ground. Use the same tactic described for the battle's first phase: Evade the Destroyer and use ranged attacks until you break through Loki's defenses. Repeat the process until you defeat the Destroyer.

After you defeat the Destroyer, Loki leaves the throne and five Lokis appear in the area. Only one of these enemies is the true Loki. However, the illusions are still able to damage you. Attack each enemy until only one Loki remains, then use a melee combo to deal heavy damage to the true Loki. Continue your attacks until Loki vanishes.

After Loki retreats, more frost giants appear in the room and large chunks of ice begin falling from the ceiling. Avoid the rocks on the ground as you search the area for new enemies. Defeat all the frost giants to draw Loki back into the room.

When Loki returns with his illusions, attack each enemy until you find the true Loki. Hit him with melee strikes until he retreats, then clear out the frost giants that appear. Loki returns one more time, so repeat the process to finish him off. Eliminate the illusions, then use a series of melee strikes to defeat Loki and finish the level.

Note

After you complete this challenge, Captain America (Classic) can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 7,500 studs before the level ends.

The map contains all of the enemies, objects, and loose studs you'll need to complete this challenge. Simply avoid finishing the level until you've collected the required studs.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

To reveal the minikit, you must destroy the four gold statues scattered around the throne.

The exact location of the minikit is determined by the order in which you destroy the gold statues. When the last statue is shattered, the minikit appears in it.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Red Brick

To complete this challenge, you must collect the Red Brick hidden within the level.

Note

This challenge can be completed only during Free Play.

After you unlock Jean Grey, revisit this map during Free Play. When the level starts, clear out the nearby frost giants, then look for the crate on the ice to the left. Use Jean Grey's telekinesis to move the crate down to the floor.

When the crate is in place, smash it to reveal the Red Brick.

Note

After you collect this level's Red Brick, you can purchase the Animal Sounds Red Brick for 17,500 studs.

Challenge 5: Destroyer Down

To complete this challenge, you must defeat the Destroyer within the 120-second time limit.

To defeat this challenge during Story mode, you have to move very quickly. Captain America's powerful ranged attack is fairly slow, so each missed shot will cost you valuable time. Dash into cover and try to destroy all the floating ice before the Destroyer catches up to you. Use Tag Moves to help progress the battle as quickly as possible to stay ahead of the clock.

Tip

If you have trouble completing this challenge during Story mode, try selecting a different character during Free Play. Iron Man's rapid-fire ranged attacks make it much easier to destroy the floating ice, and his powerful melee strikes allow him to cause much more damage to the vulnerable Destroyer.

Challenge 6: Great Power

To complete this challenge, you must use one or more Super Moves to defeat five enemies.

When the level starts, sweep the area for studs to begin charging your Super Move. When you're ready, gather all of the nearby frost giants and unleash your Super Move. Progress through the battle to earn more studs and charge additional Super Moves. Use your Super Moves to defeat frost giants until you complete the challenge.

Challenge 7: My Lady

To complete this challenge, you must find and rescue Sif.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as the Human Torch. When you reach the steps leading to the throne, move toward the top of the screen and use the Human Torch to free Sif from the ice.

Challenge 8: Clean Sweep

To complete this challenge, you must defeat 12 frost giants before you finish the level.

Defeat the four frost giants near your starting location, then run in and begin the battle with Loki and the Destroyer. Defeat the frost giants that appear as the battle progresses to complete the challenge.

Challenge 9: Alternate Hero

To complete this challenge, you must finish the level as Loki.

Note

This challenge can be completed only during Free Play.

After you unlock Loki, return to the level to complete this challenge during Free Play. You can switch to Captain America throughout the battle, but make sure you're playing as Loki when you finish the level.

Challenge 10: Multi-Challenge

To complete this challenge, you must use one or more Tag Moves to defeat three enemies, avoid using Super Moves, and finish the level within the 160-second time limit.

Note

Although it's possible to complete this challenge during Story mode, it's much easier to do so during Free Play.

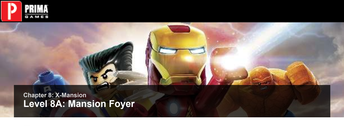
After you unlock Free Play, use Iron Man to complete this challenge with ease. Iron Man's rapid-fire ranged attacks and powerful melee strikes allow him to finish the level very quickly. When the level starts, round up the nearby frost giants and activate your Tag Move. Dash to the throne and use Iron Man's rapid-fire ranged attacks to destroy the floating ice and stun Loki.

While the Destroyer is vulnerable, run over and deliver a series of melee strikes. If you move quickly, Iron Man's melee attacks are powerful enough to deplete more than half of the Destroyer's health. Repeat the process to finish off the Destroyer, then use Iron Man's ranged attacks to blast through each wave of Loki's illusions.

If your first Tag Move didn't defeat the required number of enemies, use additional Tag Moves to deal with the frost giants that emerge over the course of the battle. As long as you avoid using Super Moves, Iron Man's attacks should allow you to speed through the battle well within the allotted time.

Note

After you complete this challenge, Iron Man (Mk39) can be purchased for 12,500 studs.



Chapter 8: X-Mansion

Level 8A: Mansion Foyer

Story Characters

- Jean Grey

- Cyclops

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, ignore the timed challenges. Try to complete **Finish Line**, **Stud Collector**, **Civilian Peril**, **Clean Sweep**, **Combo Master**, and **Mind Tricks**.
2. Playthrough 2: During your second playthrough, try to complete **Brotherhood Beat** and the **Multi-Challenge**.
3. Playthrough 3: After you unlock Free Play, revisit the level with Mister Fantastic to complete the **Minikit** challenge.
4. Playthrough 4: After you unlock Free Play, revisit the level with Iceman to complete **Fire Fighter**.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Mansion Foyer Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Jean Grey	Story
	Stud Collector	Collect over 30,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Free Play
	Brotherhood Beat	Defeat the Brotherhood heavy mutant in 100 seconds or less	None	Story
	Civilian Peril	Rescue all 4 civilians	None	Story
	Clean Sweep	Defeat all 22 enemies	None	Story
	Combo Master	Perform a +10 combo	None	Story
	Mind Tricks	Defeat 5 enemies with Jean Grey's mind slam attacks	None	Story
	Fire Fighter	Extinguish all LEGO fires	None	Free Play
	Multi-Challenge	Finish the level in 100 seconds; Defeat 5 enemies with Tag Moves; Use no Super Moves	Agent Phil Coulson	Story

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

As you clear out the Brotherhood mutants in the starting area, take care to avoid the debris falling from the ceiling—try to keep the fight away from the reticles that appear on the floor.

Search the starting area for enemies, studs, and breakable objects. The main path is blocked by flames, so you'll have to find another route. Use Jean Grey's telekinesis to clear the debris from the stairs. When you're ready, climb the stairs to the second floor.

Defeat the Brotherhood mutants that appear on the second floor, then move to the right. Clear the debris from the second set of stairs, then follow the path around the next corner.

Smash the guardrail near the end of the path and drop back down to the ground floor.

When you land, move to the right and confront the nearby Brotherhood heavy mutant. During this fight, position yourself to ensure that the large enemy isn't able to knock you into the flames. Clear out the smaller mutants that appear, then search the room and continue to the next area.

Avoid the falling debris and defeat any Brotherhood mutants that appear as you move toward the end of the map. Use Jean Grey's telekinesis to clear the beam from the main path, or simply head through the nearby rooms to slip around the obstacle.

The exit is blocked by more debris. When you're ready, use Jean Grey's telekinesis to send the debris crashing through the doors, then head through the opening to finish the level.

Note

After you complete this challenge, Jean Grey can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 30,00 studs before the level ends.

This map contains plenty of enemies, breakable objects and loose studs. Clear each area as you move through the level.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as Mister Fantastic. Play as Jean Grey to progress through the level. When you reach the last hallway, use telekinesis to reveal a vent hidden behind the bookcase.

Use Mister Fantastic to slip through the vent and collect the minikit from the hidden balcony.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Brotherhood Beat

To complete this challenge, you must defeat the Brotherhood heavy mutant within the 100-second time limit.

If you hurry through the starting area, you should have plenty of time to defeat the Brotherhood heavy mutant. To speed up the process, use Jean Grey's telekinesis to throw the nearby benches as the enemy. If needed, use Super Moves or a Tag Move to deal extra damage. Finish the battle within the allotted time to complete this challenge.

Challenge 5: Civilian Peril

To complete this challenge, you must rescue all four of the civilians scattered throughout the level.

When the level starts, move to the left to find two Brotherhood mutants standing near the large hole in the floor. Defeat both enemies to rescue the nearby civilian.

Use Jean Grey's telekinesis to move the bookcase near the stairs in the starting area. Once the bookcase is out of the way, the nearby civilian escapes through a secret passage.

The third civilian is cowering in a small nook near the broken stairs in the starting area. Defeat the nearby Brotherhood mutant to rescue the civilian.

The last civilian is near the Brotherhood heavy mutant. After you clear the room of enemies, use Jean Grey's telekinesis to move the nearby bookcase and reveal a secret passage.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat 22 Brotherhood mutants before you finish the level.

Most of the Brotherhood mutants will attack you as you move through the level, but there are a few mutants you might miss if you rush to the end of the map. Before you leave the starting area, make sure that you defeat the Brotherhood mutants that are busy harassing nearby civilians.

As you follow the stairs down from the second floor, use Jean Grey's telekinesis to defeat the Brotherhood mutant standing on the nearby balcony. Make a full sweep of each area to find and defeat all the Brotherhood Mutants before you finish the level.

Challenge 7: Combo Master

To complete this challenge, you must perform a + 10 combo.

You can generate a +10 combo any time that you find at least two enemies in a single area. Use a steady stream of ranged attacks or a flurry of melee strikes to build up your combo and complete the challenge.

Challenge 8: Mind Tricks

To complete this challenge, you must use Jean Grey's mind slam attacks to defeat five enemies.

Approach a standard Brotherhood mutant and use Jean Grey's Grab move to perform a mind slam. Use this move to defeat five Brotherhood mutants before you finish the level.

Challenge 9: Fire Fighter

To complete this challenge, you must extinguish all 20 of the LEGO fires scattered throughout the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, use Iceman's ranged attacks to extinguish the LEGO fires scattered around the map. The starting area contains 14 LEGO fires. Once you've cleared the area, move up to the second floor.

Only two LEGO fires burn on the second floor. Extinguish them and drop back down to the ground floor.

The four remaining LEGO fires are in the final hallway. Put out the fire near the bookcase, then continue toward the exit to find the last three LEGO fires burning along the main path.

Challenge 10: Multi-Challenge

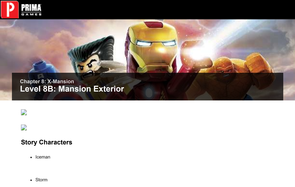
To complete this challenge, you must use one or more Tag Moves to defeat five enemies, avoid using any Super Moves, and finish the level within the 100-second time limit.

When the level starts, round up the nearby Brotherhood mutants and activate your Tag Move. Cyclops's optical blast should be able to defeat several enemies with a single attack. Progress through the level as the Tag Move recharges, then find a fresh group of Brotherhood Mutants to hit with another Tag Move.

If you move quickly, you should reach the end of the map fairly quickly. Before you attempt to open the exit, take a few seconds to deal with nearby enemies. Perform some effective Tag Moves, avoid using any Super Moves, and finish the level within the allotted time.

Note

After you complete this challenge, Agent Phil Coulson can be purchased for 5,000 studs.



Chapter 8: X-Mansion

Level 8B: Mansion Exterior

Story Characters

- Iceman
- Storm

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, ignore the timed challenges. Try to complete **Finish Line**, **Stud Collector**, **Clean Sweep**, **Combo Master**, **Smashing**, and **Ice Cold**.
2. *Playthrough 2: During your second playthrough*, race through the level to complete **Brotherhood Beat**, and the **Multi-Challenge**.
3. Playthrough 3: After you unlock Free Play for this level, revisit the map as Jean Grey to complete **Minikit** and **Excelsior!**

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Mansion Exterior Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Iceman	Story
	Stud Collector	Collect over 40,000 studs	None	Story
	Minikit	Collect the Minikit	Collectible Card	Free Play
	Brotherhood Beat	Defeat the Brotherhood heavy mutant in 100 seconds or less	None	Story
	Excelsior!	Find and rescue Stan Lee	None	Free Play
	Clean Sweep	Defeat all 18 enemies	None	Story
	Combo Master	Perform a +10 combo	None	Story
	Smashing	Destroy all gargoyles	None	Story
	Ice Cold	Freeze all LEGO water puddles	None	Story
	Multi-Challenge	Finish the level in 100 seconds; Beat the level without a Tag partner; Defeat 5 enemies using Super Moves	Spider-Man (Miles Morales)	Story

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

When the level starts, follow the path as it winds around the debris on the first rooftop. This area is packed with enemies, breakable objects, loose studs, and other items of interest. As you explore the path, watch out for the Brotherhood reinforcements that climb onto the rooftop.

As you approach the center of the rooftop, use Iceman's ranged attack to extinguish the LEGO fires blocking the main path.

Follow the path down to the balcony, then destroy the LEGO "X" to reveal a Build-it. Use the Build-it to assemble a ramp and continue along the main path.

The path leads to a crumbling set of steps. Climb the steps and stand on the LEGO water puddle to create an icy bridge across the gap. Clear out any Brotherhood mutants you encounter as you continue along the main path.

Tip

Iceman's flight mode allows him to reach a few areas outside of the main path. Feel free to explore any interesting ledges before you continue toward the exit.

There's a Brotherhood heavy mutant waiting near the exit, and several smaller enemies appear as you enter the area. Clear out all the enemies, then search the area for any desired items.

When you're ready, use Iceman's ranged attacks to destroy the silver LEGO padlock to the right. Head through the open gate to finish the level.

Note

After you complete this challenge, Iceman can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 40,000 studs before the level ends.

This level is packed with enemies and breakable objects, but there are also some very valuable loose studs to be found. Smash the debris you encounter and use Iceman's ranged attacks to extinguish the LEGO fires to find some of the blue studs scattered throughout the level.

One of the more valuable stashes is near the crumbling steps. Use Iceman's flight mode to reach the large hole in the side of the mansion.

Several blue studs are on a hidden balcony near the end of the level. Just before you reach the Brotherhood heavy mutant, use Iceman's flight mode to reach the balcony below the main path. When you're ready, fly back to the first rooftop and follow the main path toward the exit.

After you defeat the Brotherhood heavy mutant, another stash of studs appears near the end of the level. If you're thorough, you should complete this challenge well before you finish the level.

Tip

If you have trouble collecting the required studs, revisit the map as Mister Fantastic to complete the challenge during Free Play. Slip through the vent near the exit to find a stash of valuable studs!

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map with Jean Grey. When you reach the upper path on the second rooftop, use Jean Grey's telekinesis to assemble the bridge from the debris to the left. When the job is done, cross the bridge and continue to the end of the path.

Use Jean Grey's telekinesis to repair the broken satellite dish at the end of the path, then wait as the dish transmits a signal.

After a moment, a jet flies by and drops a crate onto the path. Smash the crate to reveal the minikit.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Brotherhood Beat

To complete this challenge, you must defeat the Brotherhood heavy mutant within the 100-second time limit.

The best way to stay ahead of the clock is to bypass the enemies and obstacles on the first rooftop. When the level starts, activate Iceman's flight mode and head directly to the crumbling steps. Fly over the gap and follow the main path along the second rooftop.

If you like, use the extra time to charge a Super Move. Iceman's primary Super Move is powerful enough to defeat the Brotherhood heavy mutant with a single attack. Otherwise, use standard attacks to defeat the heavy mutant within the allotted time.

Challenge 5: Excelsior!

To complete this challenge, you must find and rescue Stan Lee.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map with Jean Grey. Stan Lee is on the first rooftop, in the patch of grass near the crumbling steps. When you find him, use Jean Grey's telekinesis to move the toppled pillar and rescue Stan Lee.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat 18 Brotherhood mutants before you finish the level.

If you stick to the main path, you should find more than enough enemies to fight. Avoid using Iceman's flight mode to bypass obstacles, and listen for hidden enemies that climb into the area or burst through windows. Clear each area as you move through the level to ensure you complete this challenge.

Challenge 7: Combo Master

To complete this challenge, you must perform a + 10 combo.

When you find at least two enemies in a single area, use Iceman's ranged attack to build up a +10 combo from a safe distance.

Challenge 8: Smashing

To complete this challenge, you must destroy all eight of the silver LEGO gargoyles scattered around the level.

The silver LEGO gargoyles are scattered along the length of the map, but all of them are located on the railings that line the edge of each rooftop. Follow the main path and use Iceman's ranged attacks to destroy each gargoyle you find. The first four gargoyles are located on the first rooftop, so make sure that you smash all of them before you cross the crumbling steps.

The fifth gargoyle is located on the small landing just across the crumbling steps.

The three remaining gargoyles are waiting along the path to the exit. Use Iceman's ranged attacks to destroy all eight gargoyles before you finish the level.

Challenge 9: Ice Cold

To complete this challenge, you must freeze all seven LEGO water puddles scattered throughout the level.

The LEGO water puddles are located along the main path. Each time you spot one, move Iceman across the puddle to freeze it. The first puddle is near your starting location, so make sure that you freeze it before you continue along the path.

The second water puddle is near the center of the first rooftop. This puddle is hidden under a pile of rubble, so make sure that you clear the debris as you pass through this area.

Two LEGO water puddles are near the end of the first rooftop. One puddle is just before the crumbling stairs, and the other is used to create the bridge to the second rooftop.

The fifth water puddle is on the landing across the crumbling steps.

The last two water puddles are near the large window at the end of the map. Freeze all seven LEGO water puddles before you finish the level.

Challenge 10: Multi-Challenge

To complete this challenge, you must use one or more Super Moves to defeat five enemies, avoid calling on your Tag partner, and finish the level within the 100-second time limit.

Iceman's flight mode allows you to complete the level very quickly, but you'll need to collect enough studs to charge a Super Move or two. Rather than smash objects or battle enemies, use Iceman's flight mode to zip around the map and collect blue studs. Grab the blue stud behind the flames in the first patch of grass, then search the damaged wall near the crumbling stairs. Continue across the gap and grab the blue studs on the landing.

When you're ready, gather a group of Brotherhood mutants and unleash your first Super Move.

If you need to charge a second Super Move, fly down and collect the studs from hidden balcony near the Brotherhood heavy mutant. Gather the enemies that appear near the exit and unleash your Super Move to complete the related objective. Use Super Moves to defeat at least five enemies, refrain from calling on your Tag partner, and finish the level within the allotted time.

Note

After you complete this challenge, Spider-Man (Miles Morales) can be purchased for 12,500 studs.

Chapter 8: X-Mansion

Level 8C: Hangar

Story Characters

- Beast
- Jean Grey

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, ignore the timed challenges. Try to complete **Finish Line**, **Stud Collector**, **Clean Sweep**, **Tag Me In**, and **Going Pro**.
2. Playthrough 2: During your second playthrough, try to complete **Tough Nut** and the **Multi-Challenge**.
3. Playthrough 3: Revisit the level during Free Play and use Hulk to complete the **Minikit** challenge.
4. Playthrough 4: Revisit the level during Free Play and use Hawkeye to complete the **Red Brick** Challenge.
5. Playthrough 5: After you unlock Juggernaut, revisit the level during Free Play to complete **Alternate Hero**.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Hangar Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Beast	Story
	Stud Collector	Collect over 10,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Free Play
	Red Brick	Collect the Red Brick	Extra Heart	Free Play
	Tough Nut	Defeat Juggernaut in 160 seconds or less	None	Story
	Clean Sweep	Defeat 10 enemies	None	Story
	Alternate Hero	Complete the level using Juggernaut	None	Free Play
	Tag Me In	Defeat 5 enemies with Tag Moves	None	Story
	Going Pro	Clear the level without using a *Super Move*	None	Story
	Multi-Challenge	Finish the level in 160 seconds; Take less than 5 hearts of damage; Perform a +10 combo	Maria Hill	Story

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

When the level starts, engage the Brotherhood mutants scattered across the map. Defeat these smaller enemies until Juggernaut enters the battle.

Juggernaut can only be damaged when he's stunned. Keep your distance until the Juggernaut slams one of his fists into the floor and charges toward you. When he does, dash out of his path to send him crashing into one of the hangar walls. Even at top speed, Juggernaut is able to adjust his heading—dodge just before he reaches you to ensure that he charges past you.

After Juggernaut charges past you, follow him to the edge of the room. When he crashes into the wall, hit him with a series of melee strikes to chip away at his health. Continue your attacks until Juggernaut recovers.

As Juggernaut takes damage, more enemies enter the room. Try to clear out a few Brotherhood mutants each time you're waiting for the Juggernaut to perform his next charge. Stay alert, and be prepared to dodge the Juggernaut when he comes speeding toward you.

Repeat the process until you defeat Juggernaut. Keep your distance as you wait for him to charge, dodge out of his path to send him crashing into a wall, and then attack him until he recovers.

Brotherhood mutants continue to appear during the battle. It can be helpful to clear out the smaller enemies, but it's usually best to simply avoid the Brotherhood heavy mutants. Try to lure Juggernaut away from his reinforcements as you wait for him to charge.

Tip

If you find yourself overwhelmed by Brotherhood mutants, use your Tag Move to help thin their numbers.

Each time Juggernaut crashes into a wall, hit him with a flurry of melee strikes. Chip away at Juggernaut's health until his helmet comes loose and the battle ends.

Note

After you complete this challenge, Beast can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 10,000 studs before the level ends.

Before you defeat the first group of Brotherhood mutants, sweep the area for studs and breakable objects. Earn the remaining studs by defeating enemies during the battle.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as Hulk. When the level starts, run to the far side of the hangar and locate the cracked wall in the corner.

Use Hulk's powerful melee strikes to smash through the cracked wall and reveal the minikit.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Red Brick

To complete this challenge, you must collect the Red Brick hidden within the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as Hawkeye. When the level starts, move to the far side of the hangar and locate the shutters on the back wall. Use Hawkeye's sharpshooting ability to activate each of the three switches above the shutters.

Tip

These switches can be activated individually, so don't hesitate to deal with any Brotherhood mutants that follow you to this location.

After the shutters open, destroy the revealed containers to find the Red Brick.

Note

After you collect this level's Red Brick, you can purchase the Extra Heart Red Brick for 17,500 studs.

Challenge 5: Tough Nut

To complete this challenge, you must defeat Juggernaut within the 160-second time limit.

Because Juggernaut is only vulnerable when he crashes into a wall, it's important to take full advantage of every one of his charge attacks. You'll lose valuable seconds each time you fail to avoid a charge attack or neglect to attack the Juggernaut while he's stunned from the crash.

Try to lead the Juggernaut away from his allies, but never waste an opportunity to damage him. If he crashes near a pack of Brotherhood mutants, use a Tag Move to thin out the smaller enemies, or simply dodge incoming attacks as you chip away at Juggernaut's health. Finish the battle within the allotted time to complete the challenge.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat 10 Brotherhood mutants before you finish the level.

During the battle, you'll encounter more than enough enemies to complete this challenge. Try to defeat a few Brotherhood mutants each time you're waiting for Juggernaut to charge. Simply avoid defeating Juggernaut until you've completed the challenge.

Challenge 7: Alternate Hero

To complete this challenge, you must finish the level as Juggernaut.

Note

This challenge can be completed only during Free Play.

After you unlock Juggernaut, revisit the level to complete this challenge during Free Play. Apply the same tactics you used during Story mode: Wait for the computer-controlled Juggernaut to charge, dodge out of his path, then run in and hit him with melee strikes until he recovers. You can switch to Beast throughout the battle, but make sure that you're playing as Juggernaut when you finish the level.

Challenge 8: Tag Me In

To complete this challenge, you must use one or more Tag Moves to defeat five enemies.

When the level starts, circle the room to gather the first group of Brotherhood mutants, then perform a Tag Move to quickly defeat them. Continue the battle until your Tag Move recharges, then unleash it on another group of Brotherhood mutants. Repeat the process as needed until you complete the challenge.

Challenge 9: Going Pro

To complete this challenge, you must finish the level without using any Super Moves.

Juggernaut is a formidable enemy, but Beast's melee strikes are enough to deal reliable damage each time Juggernaut is stunned. If you find yourself overwhelmed by Brotherhood mutants, use a Tag Move to clear the area. To complete his challenge, simply refrain from using Super Moves for the duration of the battle.

Challenge 10: Multi-Challenge

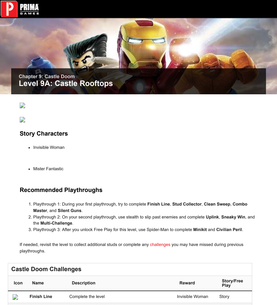
To complete this challenge, you must take less than five hearts of damage over the course of the battle, perform a + 10 combo, and finish the level within the 160-second time limit.

Try to perform your +10 combo before Juggernaut joins the battle. When the level starts, gather at least three Brotherhood mutants and attack them with a series of melee strikes to build up your combo.

Once you've completed a +10 combo, use the established tactics to defeat Juggernaut. Move quickly to stay ahead of the clock, but make sure that you avoid taking unnecessary risks. Use Tag Moves to clear out smaller enemies, or defeat them while you wait for Juggernaut to charge. Stay healthy and finish the level within the allotted time.

Note

After you complete this challenge, Maria Hill can be purchased for 5,000 studs.



Chapter 9: Castle Doom

Level 9A: Castle Rooftops

Story Characters

- Invisible Woman
- Mister Fantastic

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, try to complete **Finish Line**, **Stud Collector**, **Clean Sweep**, **Combo Master**, and **Silent Guns**.
2. Playthrough 2: On your second playthrough, use stealth to slip past enemies and complete **Uplink**, **Sneaky Win**, and the **Multi-Challenge**.
3. Playthrough 3: After you unlock Free Play for this level, use Spider-Man to complete **Minikit** and **Civilian Peril**.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Castle Doom Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Invisible Woman	Story
	Stud Collector	Collect over 40,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Free Play
	Uplink	Destroy the satellite dish in 100 seconds or less	None	Story
	Civilian Peril	Rescue all 5 civilians	None	Free Play
	Clean Sweep	Defeat all 25 enemies	None	Story
	Combo Master	Perform a +10 combo	None	Story
	Silent Guns	Destroy all AA turrets	None	Story
	Sneaky Win	Complete the level without triggering the security systems	None	Story
	Multi-Challenge	Finish the level in 120 seconds; Take no damage; Destroy Doctor Doom's security system	Wolverine (X-Force)	Story

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

When the level starts, search the area for studs and breakable objects, then use the lift to reach the raised section of the first rooftop. The security system's first sensor is scanning the area just past the lift. If you move anywhere near the green beam, the alarm triggers and additional Doombots appear in the area. Use invisibility to slip past the sensor, or simply trigger the alarm and defeat the enemies as they respond.

When you're ready, follow the energy bridge to the next rooftop.

> **Note**
>
> While playing as the Invisible Woman, the command that activates flight mode for other characters can be used to activate her invisibility.

Two sensors are scanning the second rooftop. If you're detected, a heavy Doombot bursts through the nearby doors. If you encounter this enemy, activate your Tag Move to quickly defeat it, use telekinesis to throw nearby objects, or simply use melee strikes to chip away at its health. Heavy Doombots utilize powerful spinning attacks. Whenever you see a heavy Doombot wind up for an attack, run away to avoid taking damage.

Whether you favor stealth or combat, you must activate the next energy bridge before you can continue. Smash the loose panel located between the security sensors to reveal the generator's missing piece, then use the Invisible Woman's telekinesis to snap it into place. When you're ready, follow the energy bridge to the next rooftop.

The third rooftop contains more sensors. Use invisibility to sneak through the area, or trigger the alarm and defeat the enemies as they appear. When you're ready, use the nearby lift to ride up to the rooftop's raised section.

The area just past the lift isn't being monitored by the security system. Defeat the nearby Doombots, then continue to the right to find the level's last two security sensors.

Use stealth or combat to reach the steps between the last two security sensors, then follow the path up to the ledge at the end of the rooftop.

Clear out the remaining Doombots, then use telekinesis to open the large hatch near the end of the ledge.

Wait for the large satellite dish to emerge from the hatch, then use the Invisible Woman's telekinesis to destroy it.

After the satellite dish explodes, use telekinesis to attach the debris to the nearby generator. When the generator activates the final energy bridge, cross to the exit and finish the level.

> **Note**
>
> After you complete this challenge, the Invisible Woman can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 40,000 studs before the level ends.

To complete this challenge during Story mode, avoid sneaking through the level. Make a full sweep of each rooftop to defeat enemies, destroy objects, and collect loose studs. Use ranged attacks to destroy the security sensors, and try to counter at least a few Doombot attacks to ensure that you collect the required studs.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

> **Note**
>
> This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as Spider-Man. When you reach the second rooftop, use Spider-Man to scale the climbing wall near the heavy Doombot's door.

Continue up the climbing wall to find two balconies. The balcony to the left contains a nice stash of studs, and the balcony to the right contains the minikit.

> **Note**
>
> After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Uplink

To complete this challenge, you must destroy the satellite dish within the 100-second time limit.

The best way to stay ahead of the clock is to avoid unnecessary combat. Use invisibility to sneak past enemies and security sensors. The Invisible Woman can stay hidden for only a few seconds at a time, so deactivate her invisibility each time you reach a safe area. Each time you stop to activate an energy bridge, use the Invisible Woman's Grab move (mind slam) to quickly defeat any nearby Doombots.

Once you've safely past all the security sensors, race to the hatch at the end of the map. Defeat any nearby Doombots, then open the hatch and destroy the satellite dish within the allotted time.

Challenge 5: Civilian Peril

To complete this challenge, you must rescue all five of the civilians scattered throughout the level.

> **Note**
>
> This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as Spider-Man. When the level starts, activate Spider-Man's Right mode and head toward the first security sensor. Land on the nearby ledge and locate the cage to the left. Switch to the Invisible Woman, then use telekinesis to move the cage onto the ledge. Smash the cage to rescue the first civilian.

Continue to the second rooftop and stand near the heavy Doombot's door. Locate the cage to the left, then use telekinesis to move it onto the rooftop. Smash the cage to free the second civilian.

Move past the heavy Doombot's door and use Spider-Man to scale the small climbing wall.

When you reach the top of the climbing wall, use the Invisible Woman's telekinesis to move the nearby cage. Smash the cage to free the third civilian.

The next civilian is located near the end of the second rooftop. Stand just outside the security sensors' range and defeat any nearby Doombots. Use telekinesis to move the nearby cage onto the rooftop, then smash the cage to rescue the fourth civilian.

Continue to the third rooftop and locate the cage near the security sensors. Avoid triggering the alarm as you clear out any nearby Doombots. Wait for the beams to sweep away from the area, then dash over to the cage and use telekinesis to move it onto the rooftop. Smash the cage to free the fifth civilian.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat 25 Doombots before you finish the level.

The best way to ensure that you complete this challenge is simply to ignore the security sensors. Trigger each alarm to lure more Doombots into the area, then make a full sweep of the rooftop before you move on.

There's a Doombot controlling each of the AA turrets scattered throughout the level. Remember to defeat these enemies as you clear the rooftops.

Challenge 7: Combo Master

To complete this challenge, you must perform a +10 combo.

There are many Doombots in this level, so you should find plenty of opportunities to complete this challenge. Gather a few enemies in a single location, then defeat them with a series of ranged attacks or melee strikes.

Challenge 8: Silent Guns

To complete this challenge, you must destroy all four AA turrets scattered throughout the level.

Before you leave the first rooftop, destroy the AA turret near the top of the lift. Use telekinesis to throw the turret, or simply attack it until it falls apart.

The remaining AA turrets are all on the third rooftop. Smash the turret near the bottom of the lift, then ride up to the next area.

The third AA turret is near the top of the lift. Defeat the waiting Doombots and destroy the turret before you continue.

The fourth AA turret is on the ledge above the last security sensor. Climb the steps and smash the turret before you continue to the end of the map.

Challenge 9: Sneaky Win

To complete this challenge, you must finish the level without triggering the security system.

The easiest way to complete this challenge is to activate invisibility each time you approach a security sensor, then dash past the sensor before the effect wears off. If you reach a sensor while the ability is recharging, you can wait for invisibility to become available, use ranged attacks to destroy the sensor, or attempt to dash between hiding spots as the sensor's beam sweeps across the area.

Challenge 10: Multi-Challenge

To complete this challenge, you must avoid taking any damage, destroy the giant satellite dish, and finish the level within the 120-second time limit.

The best way to stay healthy and move quickly is to slip through dangerous areas unnoticed. When the level starts, hop onto the lift and activate invisibility as you ride up to the first security sensor. Dash to the electric bridge, then deactivate invisibility as you move to the second rooftop.

Run toward the next two security sensors, and activate invisibility as you approach the moving beams. Smash the loose panel between the sensors, take cover in the alcove, and deactivate invisibility. Stay inside the alcove as you deal with any incoming enemies and repair the generator. Wait for invisibility to recharge, then activate and dash to the next rooftop.

If you move quickly, you should be able to make it to the lift before invisibility wears off. Ride to the top of the lift and wait for invisibility to recharge. If any of the nearby Doombots notice you, use the Invisible Woman's mind slam attack to quickly defeat your attackers.

When invisibility is ready, activate it and dash up the steps between the last two security sensors. Continue toward the large hatch at the end of the map. When invisibility wears off, use mind slam to quickly dispatch any Doombots that spot you.

Defeat the Doombots guarding the hatch, then use telekinesis to open the hatch, destroy the satellite dish, and repair the nearby generator. Once you've done this, you just need to dash to the exit within the allotted time.

> **Note**
>
> After you complete this challenge, Wolverine (X-Force) can be purchased for 12,500 studs.

Chapter 9: Castle Doom

Level 9B: Rooftop Entrance

Story Characters

- The Thing

- Invisible Woman

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, focus on completing **Finish Line**.
2. Playthrough 2: Revisit the level and try to complete **Full Power** and **Flawless Win!**
3. Playthrough 3: After you unlock Free Play for this level, revisit the map with Iron Man to complete **Stud Collector**, **Minikit**, **Clean Sweep**, **Combo Master**, and **Smashing**.
4. Playthrough 4: Revisit the map with Jean Grey to complete **Excelsior!** during Free Play.
5. Playthrough 5: After you unlock Doctor Doom, revisit the map to complete the **Multi-Challenge**.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Rooftop Entrance Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	The Thing	Story
	Stud Collector	Collect over 60,000 studs	None	Free Play (Recommended)
	Minikit	Collect the Minikit	Collectible Card	Free Play
	Full Power	Power up the elevator in 100 seconds or less	None	Story
	Excelsior!	Find and rescue Stan Lee	None	Free Play
	Clean Sweep	Defeat all 47 enemies	None	Free Play
	Combo Master	Perform a ×10 combo	None	Free Play (Recommended)

	Flawless Win!	Complete the level without taking any damage	None	Story
	Smashing	Destroy all gargoyles	None	Free Play
	Multi-Challenge	Finish the level in 120 seconds; Defeat 5 enemies using Super Moves; Complete the level using Doctor Doom	Jean Grey (First Class)	Free Play

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

As you clear out the Doombots in the starting area, keep an eye out for Green Goblin. Dash away from any pumpkin bombs he drops as he flies through the area.

After you've dealt with the Doombots, move to the generator at the far end of the starting area. Destroy the generator to deactivate the nearby laser wall. Use melee strikes to smash the generator, or use the Thing's Grab move to rip the generator off the ground.

Continue down the steps and defeat the next group of Doombots. When it's safe, smash through the nearby door and head into the narrow room behind the windows. Smash the statue at the end of the room to reveal a switch, then stand on the switch until the energy bridge appears outside the windows.

Exit the room and head across the energy bridge. Green Goblin makes another pass through the area, so dash across the bridge to get ahead of his pumpkin bombs, or hang back and wait until the path is clear. When you reach the end of the bridge, step on the small lift and ride up to the next area.

The next energy bridge vanishes when you approach it—you must defeat all the Doombots in the area before you can continue. Defeat the enemies as they appear, and watch out for the pumpkin bombs Green Goblin throws throughout the battle.

Continue to battle the Doombots until Green Goblin flies away. Search the area for studs and breakable objects, then cross the energy bridge to reach the last area.

Continue to the end of the main path and clear out any Doombots you encounter. Search the area for studs and breakable objects, then approach one of the glowing spheres near the locked doors. Attack the sphere until the connected generator is fully charged, then repeat the process with the remaining sphere.

When both generators are charged, the doors swing apart. Head through the opening to finish the level.

Note

After you complete this challenge, the Thing can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 60,000 studs before the level ends.

Note

Although it's possible to complete this challenge during Story mode, it's much easier to complete it during Free Play.

To complete this challenge during Story mode, you must counter a significant number of Doombot attacks. However, you can save a great deal of time and effort by using a flying character to complete this challenge during Free Play. As you move through the level, sweep each area for enemies, breakable objects and loose studs. When you reach the locked doors at the end of the map, use Iron Man to fly over the laser wall to the right.

Sweep the area for enemies and breakable objects, then fly up to the walkway at the edge of the area. As you sweep the area for more studs, fly onto the round platform and destroy the large gargoyle to find the blue stud hidden beneath it.

When you finish searching the area, fly over the walkway on the other side of the locked doors to find more loose studs and breakable objects. If you've been thorough, you shouldn't have any trouble meeting the stud requirement.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, use a flying character to reach the walkway beyond the laser wall at the end of the map. Locate the Doctor Doom statue near the large gargoyle's platform.

Destroy the Doctor Doom statue to reveal the minikit.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Full Power

To complete this challenge, you must charge both of the generators at the end of the map within the 100-second time limit.

During Story mode, you'll spend a good deal of the allotted time defeating the Doombots near the vanishing energy bridge. Race through the start of the map to ensure that you stay ahead of the clock. When you reach the vanishing bridge, use the Thing's Grab move to quickly defeat each Doombot as it arrives. Clear out the enemies until Green Goblin flies out of the area, then dash to the locked doors at the end of the map.

Attack one of the glowing spheres to begin charging the attached generator. As you do, watch for the Doombots that have followed you through the area. If an enemy approaches, use the Thing's Grab move to quickly defeat it, then resume your attacks on the sphere. When the first generator is charged, dash to the remaining sphere and repeat the process to power the elevator within the allotted time.

Tip

If you have difficulty completing this challenge during Story mode, use a flying character to speed across the map during Free Play.

Challenge 5: Excelsior!

To complete this challenge, you must find and rescue Stan Lee.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map with Jean Grey (or another character with telekinesis) to complete this challenge. Move through the level until you battle the Doombots near the vanishing bridge. When the area is clear, head down the steps to the right and destroy the nearby energy barrier.

Continue up to the small platform and locate the cage mounted on the nearby tower. Use telekinesis to move the cage onto the platform, then destroy the cage to rescue Stan Lee.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat 47 Doombots before the level ends.

Note

This challenge can be completed only during Free Play.

You'll encounter most of the Doombots as you move along the main path. To reach the last group of enemies, however, you must use a flying character to revisit the map during Free Play. Make a full sweep of each area to ensure that you defeat all the available Doombots. When you reach the glowing spheres at the end of the map, use your flying character to reach the enemies beyond the laser wall to the right.

Search the entire platform to ensure that all available Doombots enter the area. Defeat the remaining enemies before you finish the level.

Challenge 7: Combo Master

To complete this challenge, you must perform a × 10 combo.

Note

Although it's possible to complete this challenge during Story mode, it's much easier to do so during Free Play.

It can be very difficult to chain the Thing's powerful melee strikes into an extended combo. Instead, select a character with a rapid-fire ranged attack to complete this challenge during Free Play. Simply gather a few Doombots and use a series of ranged attacks to perform a ×10 combo.

If you're determined to complete this challenge as the Thing, it's best to do so near the vanishing bridge. Attack the nearest Doombot with two melee strikes, then use the Dodge move to dash toward a different enemy. Deliver two melee strikes, then dash to the next target. Repeat the process to build your combo as fresh Doombots drop into the area.

Challenge 8: Flawless Win!

To complete this challenge, you must finish the level without taking any damage.

The Thing's melee combos are powerful, but they're also fairly slow. To complete this challenge during Story mode, use the Thing's Grab move whenever you're dealing with multiple Doombots. Each time you grab an enemy, throw it at a nearby Doombot to interrupt incoming attacks. Remember that staying healthy is your top priority.

Whenever you spot Green Goblin, watch out for any incoming pumpkin bombs. If things get a little chaotic, activate the Invisible Woman's Tag Move to gain a temporary shield. Stay alert and finish the level without taking any damage.

Tip

If you're having trouble completing this challenge, use a flying character to revisit the map during Free Play. Fly directly to the end of the map to minimize the risk of taking damage.

Challenge 9: Smashing

To complete this challenge, you must destroy all 20 gargoyles scattered throughout the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, use a flying character to complete this challenge. You'll find the first cluster of gargoyles just before you reach the vanishing bridge. Search the entire platform—including the small area at the bottom of the steps—to find 10 small gargoyles mounted along the railings. After you destroy all of these gargoyles, continue to the area at the end of the map.

The remaining gargoyles are scattered around the last area, but the Thing can reach only a few of them. Smash the gargoyles near the glowing spheres and on the platform to the left. You should now have destroyed 14 of the map's 20 gargoyles.

Use your flying character to destroy the gargoyles just past the laser wall, then ride the small lift up to the nearby walkway. Smash the gargoyle near the turret, then fly up and destroy the large gargoyle on the nearby platform. Fly to the walkway on the other side of the area and destroy the last two gargoyles to complete the challenge.

Challenge 10: Multi-Challenge

To complete this challenge, you must use one or more Super Moves to defeat five enemies and finish the level as Doctor Doom within the 120-second time limit.

Note

This challenge can be completed only during Free Play.

After you unlock Doctor Doom, use him to complete this challenge during Free Play. It's important to move quickly, but remember to collect the studs you'll need to charge your Super Moves. Doctor Doom's Super Move is excellent at clearing out large groups of enemies. When your Super Move is ready, gather a few Doombots and unleash the attack.

Use ranged attacks to quickly defeat all the Doombots that appear near the vanishing bridge. The studs you earn from defeating these enemies should be enough to charge at least one more Super Move, so gather a few Doombots and unleash the attack. Use Super Moves to defeat at least five Doombots, then speed through the rest of the map and finish the level as Doctor Doom.

Note

After you complete this challenge, Jean Grey (First Class) can be purchased for 12,500 studs.

Chapter 9: Castle Doom

Level 9C: Throne Room

Story Characters

- Nick Fury
- *Mister Fantastic*

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, try to complete **Finish Line**, **Stud Collector**, **Clean Sweep**, and **Going Pro**.
2. Playthrough 2: During your second playthrough, try to complete **Pumpkin Fan**, **Quick Reflexes**, and the **Multi-Challenge**.
3. Playthrough 3: Revisit the level as Iron Man to complete the **Red Brick** challenge during Free Play.
4. Playthrough 4: Revisit the level as the Invisible Woman to complete **Minikit** and **Mind Slam!** during Free Play.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Throne Room Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Nick Fury	Story
	Stud Collector	Collect over 10,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Free Play
	Pumpkin Fan	Defeat Green Goblin in 130 seconds or less	None	Story
	Red Brick	Collect the Red Brick	Comedy Weapon	Free Play
	Clean Sweep	Defeat all 14 enemies	None	Story
	Going Pro	Clear the level without using a Super Move	None	Story
	Quick Reflexes	Take less than 3 hearts of damage	None	Story
	Mind Slam!	Defeat 5 enemies with Invisible Woman's mind slam attacks	None	Free Play
	Multi-Challenge	Finish the level in 130 seconds; Beat the level without a Tag partner; Defeat 3 enemies using a single Super Move	Dark Phoenix	Story

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

When the level starts, step off the elevator and defeat the first wave of Doombots.

> **Tip**
>
> If you're attempting to complete multiple challenges, search the area for studs and breakable objects before you defeat the first wave of Doombots.

After you defeat all six Doombots, Green Goblin flies into the room. Use Nick Fury's ranged attacks to attack the Green Goblin's glider. Each successful hit causes the glider to spin around—spin the glider three times to knock Green Goblin to the ground. If you time your shots properly, you should be able to achieve this before Green Goblin has a chance to attack.

> **Tip**
>
> While on the glider, Green Goblin attacks by firing projectiles and tossing pumpkin bombs. If the Green Goblin manages to attack before you knock him off the glider, use the Dodge move to dash to safety.

After you knock Green Goblin to the ground, move toward the bottom of the screen and use Nick Fury's ranged attacks to chip away at his health. Moving to this side of the room allows you to say out of the glider's attack range as you deal with Green Goblin.

If Green Goblin starts blocking, stop attacking and wait for him to drop his guard. Once he lowers his arms, resume your attacks as he moves toward you. As Green Goblin approaches melee range, dash away and resume your attacks from a safe distance. Repeat the process until Green Goblin detonates a pumpkin bomb and leaves the area.

After Green Goblin flees, the battle's second phase begins. Use the same tactics described during the first phase: clear out the Doombots to draw Green Goblin into the room, knock him off his glider, and chip away at his health until he retreats.

After Green Goblin flees for the second time, use the same tactics to complete the battle's final phase. Chip away at Green Goblin's health until you defeat him and finish the level.

> **Note**
>
> After you complete this challenge, Nick Fury can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 10,000 studs before the level ends.

This level contains plenty of enemies, breakable objects, and loose studs. Before you defeat the first wave of Doombots, search the map for available studs. Destroy the objects in the small area behind the elevator, then sweep the rest of the map.

Smash the statues, furniture, and books scattered around the room, and make sure that you collect the valuable studs from the stone platform at the far side of the map. Once you've done this, the studs you earn from defeating enemies should allow you to complete the challenge.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

> **Note**
>
> This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as the Invisible Woman. When the level starts, run to the stone platform at the far side of the map, then move toward the bottom of the screen to find a cage mounted below the ledge. Use the Invisible Woman's telekinesis to move the cage into the room, then smash the cage to reveal the minikit.

> **Note**
>
> After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Pumpkin Fan

To complete this challenge, you must defeat Green Goblin within the 130-second time limit.

To stay ahead of the clock, move through each phase of the battle very quickly. Don't waste any time when you're dealing with Doombots or trying to knock Green Goblin off his glider. When you're battling Green Goblin on the ground, remember to stop attacking each time he blocks—otherwise, he'll simply deflect your attacks while you lose valuable time.

> **Tip**
>
> If you're in danger of failing this challenge, use a Tag Move to damage Green Goblin while he's on the ground. Doing so can save valuable time, but it also prevents you from completing the **Multi-Challenge** during the same playthrough.

Challenge 5: Red Brick

To complete this challenge, you must collect the Red Brick hidden within the level.

> **Note**
>
> This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as any flying character. When the level starts, activate flight mode and use a ranged attack to destroy the chandelier to the left. There are three more chandeliers hanging to the right. Fly toward the far end of the map and blast each chandelier you encounter along the way.

After you destroy all four chandeliers, the Red Brick appears on the floor near the center of the room.

> **Note**
>
> After you collect this level's Red Brick, you can purchase the Comedy Weapon Red Brick for 17,500 studs.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat 14 Doombots before you finish the level.

All of the required Doombots appear during the battle. Simply defeat the Doombots as they arrive at the start of each phase.

Challenge 7: Going Pro

To complete this challenge, you must finish the level without using any Super Moves.

Nick Fury's ranged attacks are enough to handle the enemies in this level. Simply refrain from using Super Moves for the duration of the battle.

Challenge 8: Quick Reflexes

To complete this challenge, you must finish the level without taking any damage.

Use ranged attacks to defeat the Doombots from a safe distance, and try to knock Green Goblin off his glider before he has a chance to fire projectiles or lob his pumpkin bombs. If he does manage to attack from the air, use the Dodge move to dash to safety. When you battle Green Goblin on the ground, remember to move the fight away from the hovering glider. Stay alert and defeat Green Goblin without taking any damage.

Challenge 9: Mind Slam!

To complete this challenge, you must defeat five enemies with the Invisible Woman's mind slam attack.

> **Note**
>
> This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as the Invisible Woman. When the level starts, use mind slam attacks to defeat the first five Doombots that you encounter.

Challenge 10: Multi-Challenge

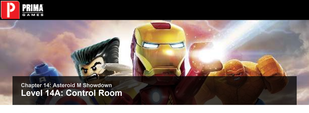
To complete this challenge, you must use a single Super Move to defeat three enemies, avoid calling on your Tag partner, and finish the level within the 130-second time limit.

You need to move quickly to stay ahead of the clock, but you also need to collect enough studs to charge your Super Move. When the level starts, run across the length of the room and collect the studs scattered across the stone platform. Lead the Doombots around the room and use ranged attacks to destroy furniture until you've gathered enough studs to charge your Super Move.

Nick Fury's Super Move does fairly low damage, so use a few ranged attacks to weaken each enemy. Gather the Doombots and fire four ranged attacks into each of them, then activate Nick Fury's Super Move to finish them off with a single attack. Once you've completed this part of the challenge, speed through the rest of the battle.

Progress through each of the battle's phases as quickly as possible. Avoid calling on your Tag partner, and finish the battle within the allotted time.

> **Tip**
>
> If you have trouble completing this challenge, revisit the level during Free Play. If you select a character with a more powerful Super Move, you should have a much easier time completing all of the objectives.
>
> After you complete this challenge, Dark Phoenix can be purchased for 12,500 studs.



Chapter 14: Asteroid M Showdown

Level 14A: Control Room

Story Characters

- Storm
- Captain America

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, try to complete **Finish Line**, **Stud Collector**, **Clean Sweep**, **Combo Master**, and **Going Pro**.
2. Playthrough 2: During your second playthrough, try to complete **Destroy Doombot** and the **Multi-Challenge**.
3. Playthrough 3: After you unlock Free Play for this level, revisit the map as Spider-Man to complete **Minikit** and **Short Circuit**.
4. Playthrough 4: Revisit the map as Iron Man to complete **Civilian Peril** during Free Play.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Control Room Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Mystique	Story
	Stud Collector	Collect over 20,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Free Play
	Destroy Doombot	Defeat the Heavy Doombot in 120 seconds or less	None	Story
	Civilian Peril	Rescue 2 civilians	None	Free Play
	Clean Sweep	Defeat all 15 enemies	None	Story
	Combo Master	Perform a ×10 combo	None	Story
	Short Circuit	Destroy all computer terminals	None	Free Play
	Going Pro	Clear the level without using a Super Move	None	Story
	Multi-Challenge	Finish the level in 100 seconds; Defeat 5 enemies using Storm's lightning attacks; Complete the level without taking any damage	Juggernaut (Kourtni)	Story

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

When the level starts, follow the path to the right and defeat the enemies on the steps. Search the area for studs and breakable objects, then follow the steps up to the next area.

As you reach the top of the steps, several Brotherhood mutants drop in. Defeat the enemies and search the area. When you're ready, follow the path to the right.

Use Storm's lightning attack to charge the generator at the end of the path. As you do, more Brotherhood mutants leap into the area. Defeat the enemies, then finish charging the generator.

When the generator is fully charged, it sinks into the floor and a bridge appears in the nearby gap. Continue along the main path and clear out the Brotherhood mutants that appear in the area.

Fight your way to the end of the path to find a second generator, then charge the generator to activate the nearby lift. Search the area for any remaining studs and breakable objects, then ride the lift up to map's final area.

Note

The second generator only emerges from the floor after you charge the first generator.

There's a heavy Doombot guarding the exit. The area is fairly small, so it can be difficult to dodge this enemy's spin attacks—use Storm's lightning attacks to keep the heavy Doombot on the defensive. Maintain a lightning attack while the heavy Doombot blocks, then start a new lightning attack each time the heavy Doombot moves toward you. Defeat the enemy, then head through the nearby door to finish the level.

Note

After you complete this challenge, Mystique can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 20,000 studs before the level ends.

During Story mode, the bulk of your studs will be earned by defeating enemies. As you follow the main path, look for the Brotherhood mutants that appear behind you. Be thorough, and make a full sweep of every accessible area.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as Spider-Man. Fight your way out of the starting area, then smash the machine near the top of the steps to reveal a climbing wall.

Scale the climbing wall, then activate flight mode and continue across the gap to the right to find a hidden generator.

Land near the generator, switch to Storm, then charge the generator. As you do, defend yourself from the Brotherhood mutants that appear on the platform.

When the generator is fully charged, the large fan to the left stops spinning. Switch back to Spider-Man, then latch onto the fan's grapple point to reveal the minikit.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Destroy Doombot

To complete this challenge, you must defeat the heavy Doombot within the 120-second time limit.

When the level starts, activate Storm's flight mode and head straight to the first generator. Defeat any Brotherhood mutants that arrive as you charge the generator, but try to finish the job as quickly as possible.

When the first generator is fully charged, reactivate flight mode and head directly to the second generator. Land and clear out the nearby enemies, then charge the generator to activate the lift.

Hop onto the lift and ride up to the heavy Doombot at the end of the map. Use Storm's lightning attacks to defeat the heavy Doombot within the allotted time.

Challenge 5: Civilian Peril

To complete this challenge, you must rescue both of the civilians hidden within the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as Iron Man. Follow the path out of the starting area, then smash the containers near the top of the steps to rescue the first civilian.

The second civilian is trapped behind a silver LEGO window. When you reach the second generator, activate flight mode and locate the window along the back wall. Use Iron Man's ranged attacks to destroy the window and rescue the civilian.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat 15 Brotherhood mutants before you finish the level.

If you avoid using Storm's flight mode, you should locate all the enemies you need to complete this challenge. Most of the Brotherhood mutants will attack you as you move through the area, but there are a couple of stragglers near the climbing wall just past the starting area. Make sure you defeat all of these enemies before you charge the first generator.

Remember that many of the available Brotherhood mutants only appear as you charge generators or cross bridges. Keep an eye out for late arrivals, and defeat each enemy you encounter to complete the challenge before you finish the level.

Challenge 7: Combo Master

To complete this challenge, you must perform a × 10 combo.

Find at least two enemies in a single area, then use Storm's ranged attack to build your combo.

Challenge 8: Short Circuit

To complete this challenge, you must destroy all seven of the computer terminals scattered throughout the level.

Note

This challenge can be completed only during Free Play.

The first four computer terminals are located in the starting area. Simply attack each terminal until it's destroyed.

There's a hidden computer terminal near the top of the climbing wall. Use Spider-Man to scale the climbing wall and destroy the terminal.

The sixth computer terminal is between the two generators along the main path. After you charge the first generator, move across the bridge to find the computer terminal on the next platform.

The final computer terminal is near the heavy Doombot at the end of the map. Destroy all seven computer terminals before you finish the level.

Challenge 9: Going Pro

To complete this challenge, you must finish the level without using any Super Moves.

Storm's standard attacks are more than enough to defeat any foes you encounter. Simply avoid using Super Moves for the duration of the level.

Challenge 10: Multi-Challenge

To complete this challenge, you must use Storm's lightning attacks to defeat five enemies, avoid taking any damage, and finish the level within the 100-second time limit.

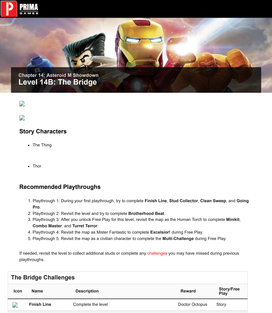
When the level starts, activate Storm's flight mode and head straight for the first generator. Land between the generator and the nearby gap, then charge the generator until Brotherhood mutants start leaping into the area. Use a lightning attack to defeat each of the three Brotherhood mutants as they appear. When it's safe, finish charging the first generator.

Fly to the second generator and defeat the nearby Brotherhood mutants. You need to stay healthy, so don't commit to any lightning attacks at this time. Just defeat the enemies as quickly and safely as possible. Begin charging the second generator to draw two more Brotherhood mutants into the area, then use a lightning attack to defeat each of the new arrivals.

Finish charging the second generator, then ride the lift up to the heavy Doombot at the end of the level. Use Storm's lightning attacks to defeat this enemy, or simply dash past the heavy Doombot and head through the exit. Either way, you must avoid taking any damage and finish the level within the allotted time.

Note

After you complete this challenge, Juggernaut (Kourtni) can be purchased for 12,500 studs.



Chapter 14: Asteroid M Showdown

Level 14B: The Bridge

Story Characters

- The Thing
- Thor

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, try to complete **Finish Line**, **Stud Collector**, **Clean Sweep**, and **Going Pro**.
2. Playthrough 2: Revisit the level and try to complete **Brotherhood Beat**.
3. Playthrough 3: After you unlock Free Play for this level, revisit the map as the Human Torch to complete **Minikit**, **Combo Master**, and **Turret Terror**.
4. Playthrough 4: Revisit the map as Mister Fantastic to complete **Excelsior!** during Free Play.
5. Playthrough 5: Revisit the map as a civilian character to complete the **Multi-Challenge** during Free Play.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

The Bridge Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Doctor Octopus	Story
	Stud Collector	Collect over 25,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Free Play
	Brotherhood Beat	Defeat the 3 Brotherhood heavy mutants in 120 seconds or less	None	Story
	Excelsior!	Find and rescue Stan Lee	None	Free Play
	Clean Sweep	Defeat all 17 enemies	None	Story
	Combo Master	Achieve 3 +10 combo chains	None	Free Play
	Going Pro	Clear the level without using a Super Move	None	Story
	Turret Terror	Destroy all turret emplacements	None	Free Play
	Multi-Challenge	Finish the level in 100 seconds; Complete the level as a civilian; Beat the level without using a Tag Partner	Storm (White Suit)	Free Play

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

When the level starts, use the Thing's melee strikes to smash through the containers, doors, and enemies blocking the main path.

When you reach the first pair of green turrets, dash past them to avoid their initial attacks, then destroy each of them before you smash through the nearby door.

There's an intersection just past the first pair of turrets. Before you follow the main path toward the end of the level, smash through the door at the intersection to find a few hidden Brotherhood mutants.

Tip

The shorter walkway's second door is frozen shut. You must return during Free Play to search the rest of this path.

When you're ready, return to the main path and continue toward the end of the map. When you reach the point about halfway between the starting location and the end of the map, the glass surrounding the walkway begins to crack. Once a piece of glass starts to crack, you have just over 10 seconds to reach the walkway's next segment. If you're standing near a piece of glass when it shatters, you'll instantly lose all of your hearts.

Depending on which challenges you're trying to complete, you might not be able to race to the end of the walkway. If you need to spend time battling enemies or destroying objects, make sure you destroy any nearby doors that might list a fast second escape. Watch the cracks to determine how long you can linger in each segment of the walkway. Every few seconds, the cracks will spread. When air starts leaking through the glass, dash to the next walkway's next section.

Stay ahead of the shattering glass as you clear a path to the end of the walkway. Smash through the last door and enter the room at the end of the map before the entire walkway is destroyed.

After you escape from the walkway, you must find a way to unlock the exit. Cross the room and clear out the enemies near the back wall. As you deal with the Brotherhood heavy mutant, try to keep the battle near the top of the steps.

Caution

Once the walkway is destroyed, it's best to stay away from the room's entrance. If you wander too close, you'll instantly lose all of your hearts.

The giant door on the back wall is secured by four latches. When it's safe, attack the latch near the floor. When you do, two more Brotherhood mutants enter the area. Destroy the latch, then deal with the nearby enemies as the next latch slides down to the floor.

After you defeat the Brotherhood mutants, destroy the second latch. As the third latch rotates into position, turn around and defeat the incoming Brotherhood mutant, then deal with the Brotherhood heavy mutant lumbering toward the steps.

When you smash the third latch, two turrets appear near the top of the steps. Destroy the turrets, then smash the fourth latch to open the door and finish the level.

Note

After you complete this challenge, Doctor Octopus can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 25,000 studs before the level ends.

To help ensure that you collect the required studs, try to counter at least a few enemy attacks in the first half of the map. Once the walkway starts to shatter, you may have to dash past many of the map's available enemies, breakable objects, and loose studs.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as the Human Torch. Smash through the door and the intersection, then use the Human Torch to melt the ice on the shorter walkway.

Continue to the end of the shorter walkway to find the minikit near a pair of turrets.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Brotherhood Beat

To complete this challenge, you must defeat three Brotherhood heavy mutants within the 120-second time limit.

You'll want plenty of time to deal with the Brotherhood heavy mutants, so rush through the first half of the map. You must smash through the doors in your path, but try to dash past turrets and smaller enemies.

The walkway is already starting to shatter by the time you reach the first Brotherhood heavy mutant. Charge in and use melee combo to knock this enemy to the ground, then smash through the nearby door as you wait for him to recover. When the path is clear, turn back and attack the enemy until you defeat him, then dash to the next segment before the glass shatters.

The two remaining Brotherhood heavy mutants both appear in the room at the end of the map. When you reach this room, defeat the Brotherhood heavy mutant wasting near the steps. Destroy the first two latches holding the exit shut to lure the last Brotherhood heavy mutant into the area. Defeat all three Brotherhood heavy mutants within the allotted time.

Challenge 5: Excelsior!

To complete this challenge, you must find and rescue Stan Lee.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as Mister Fantastic. When you reach the room at the end of the map, move to the left and use Mister Fantastic to slip through the vent near the wall.

The vent leads to a small chamber at the top of the room. Approach Stan Lee to rescue him.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat 17 Brotherhood Mutants before you finish the level.

Most of the enemies appear along the main path, but don't forget to clear out the three Brotherhood mutants near the shorter walkway's frozen door.

Once the walkway starts to shatter, use the Thing's Grab move to quickly defeat each Brotherhood mutant that you encounter. The Thing's melee combos often knock enemies to the ground without defeating them. Once you reach the room at the end of the map, defeat the Brotherhood mutants as they appear. Make sure that you've completed the challenge before you smash the exit's fourth latch and finish the level.

Challenge 7: Combo Master

To complete this challenge, you must perform three + 10 combos.

Note

This challenge can be completed only during Free Play.

It can be difficult to build large combos with the Thing's powerful melee strikes. Instead, use a character with a rapid-fire weapon attack to complete this challenge during Free Play. When you encounter the first pair of Brotherhood heavy mutants, use a series of ranged attacks to perform a +10 combo as you destroy them. Repeat the process when you encounter the Brotherhood mutants near the intersection. Perform your third +10 combo when you defeat the enemies on the shorter path, or while you battle the enemies in the room at the end of the level.

Challenge 8: Going Pro

To complete this challenge, you must finish the level without using any Super Moves.

The Thing's standard attacks are more than a match for the enemies scattered across this map. Simply refrain from using any Super Moves for the duration of the level.

Challenge 9: Turret Terror

To complete this challenge, you must destroy the eight turrets located throughout the map.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as the Human Torch. The first two turrets are near your starting location. Just follow the walkway until you reach them.

Two turrets are on the shorter walkway that branches off from the main path. Smash through the door at the intersection, then use the Human Torch to melt the ice on the next door. Smash through the door to find two turrets at the end of the walkway.

Two more turrets are near the end of the main path. Destroy both turrets, smash the nearby door, and move on before the nearby glass shatters.

The last two turrets appear when you smash the exit's third latch. Destroy all eight turrets before you finish the level.

Challenge 10: Multi-Challenge

To complete this challenge, you must play as a civilian character, avoid calling on your Tag partner, and finish the level within the 100-second time limit.

Note

This challenge can be completed only during Free Play.

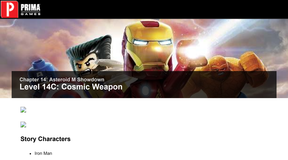
As usual, the best way to stay ahead of the clock is to avoid unnecessary combat. You must smash through each of the doors along the main path, but try to dodge past the enemies, turrets, and smaller obstacles located along the walkway.

When you reach the room at the end of the map, charge in and defeat the smaller enemy before the Brotherhood heavy mutant has a chance to attack. Dodge past the larger enemy and destroy the exit's first latch.

Destroy the remaining latches as quickly as possible. Stay near the exit and evade the gathering enemies, or use a few quick melee strikes to interrupt their attacks while you wait for the next latch to slide into range. Refrain from calling on your Tag partner and destroy all four latches within the allotted time.

Note

After you complete this challenge, Storm (White Suit) can be purchased for 12,500 studs.



Chapter 14: Asteroid M Showdown

Level 14C: Cosmic Weapon

Story Characters

- Iron Man
- Spider-Man

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, try to complete **Finish Line**, **Stud Collector**, **Minikit**, **Clean Sweep**, **Combo Master**, **No Tag Required**, and **Great Power**.
2. Playthrough 2: Revisit the level to complete **Doom Bringer**.
3. Playthrough 3: Revisit the level with Thor to complete the **Red Brick** challenge during Free Play.
4. Playthrough 4: Revisit the level with Thor to complete the **Multi-Challenge** during Free Play.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Cosmic Weapon Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Doctor Doom	Story
	Stud Collector	Collect over 10,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Story
	Doom Bringer	Defeat Doctor Doom in 120 seconds or less	None	Story
	Red Brick	Collect the Red Brick	Health Regeneration	Free Play
	Clean Sweep	Defeat all 8 enemies	None	Story
	Combo Master	Perform a +10 combo	None	Story
	No Tag Required	Beat the level without using a Tag partner	None	Story
	Great Power	Defeat 5 enemies using Super Moves	None	Story
	Multi-Challenge	Finish the level in 150 seconds; Clear the Destructible Objects in the room; Take less than 5 hearts of damage	Magneto	Free Play (Recommended)

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

When the level starts, dash around the room and use your ranged attacks to destroy Doctor Doom's turrets and defeat the nearby enemies. It's best to keep moving until you've cleared out at least a few of these threats.

Tip

The way you begin this battle can have a significant effect on which challenges you're able to complete. Prioritize your targets accordingly!

Defeat all the Brotherhood mutants and Doombots to draw Doctor Doom into the battle. As he approaches you, hit him with a series of ranged attacks and watch him closely.

Soon after Doctor Doom starts blocking, he produces an electrical surge and teleports to a random location within the room. Use the Dodge move to avoid the attack as it slides across the floor, then quickly locate Doctor Doom.

Hit Doctor Doom with a single ranged attack, wait for him to teleport to a new location, then hit him with another ranged attack. After he teleports for the third time, hit him with one more ranged attack and dash to the edge of the area.

Caution

As Doctor Doom teleports around the room, he attacks by launching energy bolts. However, you can interrupt these attacks if you hit him each time he moves to a new location.

After Doctor Doom vanishes for the fourth time, he reappears at the center of the room and launches an energy bolt. You can't damage him during this phase of the battle, so just focus on avoiding his attacks. Circle the area to dodge Doctor Doom's electrical surges and energy bolts. As you do, you must also avoid the energy that erupts from the floor—when one of the rings of the bull's-eye on the floor begins to glow, keep your distance to avoid the impending burst of energy.

Dodge Doctor Doom's attacks until his shield fades, then hit him with a series of ranged attacks until he falls to the ground.

Tip

If Doctor Doom begins blocking at this point in the battle, just stop attacking until he lowers his guard.

When Doctor Doom recovers, he teleports to the edge of the room and produces a sphere of energy. A moment later, more enemies burst into the room. During this phase of the battle, you must defeat four Doombots and two heavy Doombots while the dangerous energy sphere roams around the area.

Between the Doombot's rockets, the heavy Doombots' spinning attacks, and the roaming energy sphere, it can be difficult to land more than a single attack before you're forced to dash out of danger. Just dash around the area and chip away at your attackers.

After you defeat a few of the Doombots, it becomes much easier to perform melee combos. Defeat all six enemies to draw Doctor Doom back into the battle.

During the battle's final phase, Doctor Doom repeats the pattern he followed earlier in the encounter. Utilize the same tactics, but avoid the energy sphere as it roams around the area. When Doctor Doom approaches you, jett him with ranged attacks until he creates an electrical surge. Dash to safety, then hit him with ranged attacks as he teleports to random locations.

When Doctor Doom teleports to the center of the room, dodge his projectiles, evade the energy sphere, and avoid the energy that erupts from the floor. After his shield fades, resume your attacks until you defeat Doctor Doom and finish the level.

Note

After you complete this challenge, Doctor Doom can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 10,000 studs before the level ends.

This map contains some loose studs and breakable objects, but most of the studs you collect will be earned during combat. Remember to destroy the turrets, and try to counter a few enemy attacks to ensure that you complete this challenge.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

After Doctor Doom creates the energy sphere, a heavy Doombot bursts through a door at the edge of the room. Before you finish the battle, search the heavy Doombot's chamber to collect the hidden minikit.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Doom Bringer

To complete this challenge, you must defeat Doctor Doom within the 120-second time limit.

You can save a bit of time by simply avoiding Doctor Doom's turrets. If you move the battle to the opposite side of the room, the turrets should ignore you for the bulk of the encounter.

Remember to attack Doctor Doom as he teleports around the room. This not only interrupts his attacks, it can also shave a few seconds off the battle.

You have to defeat the heavy Brotherhood mutants very quickly if you hope to stay ahead of the clock. Use Super Moves to deal heavy damage to these powerful enemies, then finish them off with standard attacks. Clear the area to start the battle's final phase, then defeat Doctor Doom within the allotted time.

Tip

If you're having trouble staying ahead of the clock, complete this challenge during Free Play. Revisit the map as Thor to take advantage of his powerful ranged attacks.

Challenge 5: Red Brick

To complete this challenge, you must collect the Red Brick hidden within the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as Thor or Storm. Progress through the battle until Doctor Doom creates his energy sphere, then skip behind him and use a lightning attack to charge the generator at the edge of the room. Move quickly to ensure that you finish charging the generator before the incoming enemies reach you.

When the generator is fully charged, the Red Brick appears directly above you. Activate flight mode to collect the Red Brick and escape from the approaching enemies.

Note

After you collect this level's Red Brick, you can purchase the Health Regeneration Red Brick for 17,500 studs.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat eight enemies before you finish the level.

You must defeat all available enemies to progress through the battle, so you'll automatically complete this challenge by the time you finish the level.

Challenge 7: Combo Master

To complete this challenge, you must perform a + 10 combo.

It's best to complete this challenge during the battle's first phase. Gather the Doombots and Brotherhood mutants into a single group, then hit the enemies with a series of ranged attacks to perform your combo.

Tip

If you're attempting to complete Combo Master and Great Power during the same playthrough, attack these enemies until you've earned your +10 combo, then finish them off with a Super Move.

Challenge 8: No Tag Required

To complete this challenge, you must finish the level without calling on your Tag partner.

Iron Man's standard attacks and Super Moves are very effective. Simply refrain from calling on your Tag partner for the duration of the battle.

Challenge 9: Great Power

To complete this challenge, you must use Super Moves to defeat five enemies.

When the level starts, evade the enemies as you search the area for loose studs and breakable objects. When you manage to charge a Super Move, use it to defeat the smaller enemies. Make sure you collect enough studs to charge a second Super Move before Doctor Doom creates his energy sphere, then use it to defeat the Doombots that enter the room.

Challenge 10: Multi-Challenge

To complete this challenge, you must take less than five hearts of damage, avoid using any Super Moves, and complete the battle within the 150-second time limit.

Note

Although it's possible to complete this challenge during Story mode, it's much easier to do so during Free Play.

After you unlock Free Play for this level, revisit the map as Thor. Iron Man's rapid-fire ranged attacks are great for keeping enemies at bay, but Thor's ranged attacks are significantly more powerful. If you hit Doctor Doom with one of Thor's ranged attacks each time he teleports, he'll skip right to the battle's next phase—this saves a lot of time, and it makes it much easier to stay healthy.

You're prohibited from using Super Moves as you attempt this challenge, but a few well-timed Tag Moves can be very useful. Use Iron Man's Tag Move to clear out smaller enemies and weaken the Heavy Doombots. Refrain from using any Super Moves, stay healthy, and use Thor's ranged attacks to defeat Doctor Doom within the allotted time.

Note

After you complete this challenge, Magneto can be purchased for 12,500 studs.

How to Play
Game Modes

Story

As you play through the game's Story mode, you must use the provided characters to complete challenges and unlock new levels.

The Story is divided into 15 chapters. Each chapter contains three levels.

When you start a new chapter, only the first level is unlocked. Play through the first level to unlock the second level, then play through the second level to unlock the third level. Finish all three levels to unlock Free Play for the entire chapter.

Unlocking new chapters is a bit more complicated. You must complete the preceding chapter, but you must also collect a specified number of Gold Bricks. Every level contains 10 challenges, and you'll earn a Gold Brick for each challenge you complete. If you haven't earned enough Gold Bricks to unlock the next chapter, you must revisit the available levels and complete more challenges before you can continue the Story.

Gold Brick Requirements

Chapter Name	Gold Bricks Needed
Sand Central Station	0
Baxter Building	10
Oscorp	20
The Raft	30
Stark Tower	50
Hydra Base	60
Asgard	70
X-Mansion	90
Castle Doom	100
Doctor Doom's Tanker	110
New York Power Station	140
Island M	170
Asteroid M: Space	200
Asteroid M: Showdown	230
Heroes vs. Galactus	260

During Story mode, you can activate Tag Moves, but you can't take direct control of your Tag partner. If you can't complete a challenge with a level's default hero, you must revisit the map as a more suitable character during Free Play.

Free Play

When you finish a chapter during Story mode, Free Play is unlocked for all three of that chapter's levels. During Free Play, you can revisit a level with any character from your roster.

Early in the game, very few characters are available for Free Play. Complete certain challenges to unlock new characters, then purchase those characters from the Shop to add them to your roster.

When you revisit a level during Free Play, select characters with different key abilities to explore new areas and complete unfinished challenges. When you use any character other than the level's default hero, the default hero serves as your Tag partner. During Free Play, you can take direct control of your Tag partner—use the Touch Screen controls to have your hero and Tag partner switch roles as you play through the level.

How to Play

Challenges

Each level contains 10 challenges. Complete these special objectives to earn the Gold Bricks needed to unlock later chapters. Every completed challenge yields one Gold Brick, but some challenges also unlock special rewards.

While you're playing through a level, use the challenge menu to review the objectives, rewards, and status of the available challenges. It's usually possible to complete more than one challenge during a single playthrough, but each level generally contains at least a few challenges that have opposing objectives. For example, one challenge may require that you perform Super Moves, while a separate challenge prohibits them. You'll generally have to play through a level several times to complete all 10 of its challenges.

Tip

When you start a new level, review the available challenges. Most levels contain challenges that compliment each other, and it's usually possible to complete several challenges during a single playthrough.

How to Play

Collectible Items

Studs

Collect LEGO studs to charge Super Moves and complete **Stud Collector** challenges, then use them to purchase items from the Shop. You'll find plenty of studs scattered around each level, but you can also earn studs by assembling Build-its, destroying objects, and defeating enemies.

Minikits

Every level contains one minikit. Find and collect these items to complete **Minikit** challenges and unlock Collectible Cards.

Red Bricks

Collect the Red Bricks hidden throughout the game to complete **Red Brick** challenges and unlock useful bonuses. After you recover a Red Brick from a level, you can purchase the related bonus from the shop. Some Red Bricks offer powerful bonuses like additional Super Move slots, health regeneration, or invincibility. During level selection, you can activate up to three Red Bricks to take advantage of the related bonuses.

Collectible Cards

Complete **Minikit** challenges to unlock Collectible Cards. If you're playing the game on a StreetPass-enabled Nintendo system, you can use these Collectible Cards to participate in Card Challenges.

How to Play

Basic Commands

Melee

Press the melee button to perform a melee strike. Tap the button repeatedly to perform a melee combo.

Ranged Attack

Some characters can perform ranged attacks. Press the ranged attack to use character-specific projectile weapons or long-range powers.

Action/Use/Grab

Press the action/use/grab button to interact with nearby objects and perform character-specific attacks during combat.

Dodge

Press the dodge button to dash a short distance. This sudden burst of speed can be used to dodge incoming attacks or charge into nearby enemies.

The Touch Screen

Some character abilities, menus, and game features can be accessed by tapping or swiping the Touch Screen. The available commands change based on the active game mode and your selected character. Use the information displayed on the Touch Screen and follow the in-game tutorials to learn about these commands as they become available.

How to Play
Special Abilities

Key Abilities

Some characters possess equipment or rare abilities that allow them to access areas and complete challenges that other characters can't. Understanding these key abilities not only allows you to progress through the Story mode, it also helps you identify challenges that can be completed only during Free Play.

Flight

Flying characters can use their powers or special equipment to bypass enemies, obstacles, and environmental hazards.

First Appearance
Iron Man

Iron Man is the first available flying character. Unlock him by completing the **Finish Line** challenge in Level 1B: Sand Central Interior. Iron Man doesn't need to be purchased—he appears on your roster as soon as you unlock Free Play for the Sand Central Station levels.

Sharpshoot

Characters with the sharpshoot ability can hit up to three targets with a single ranged attack. Hold the ranged attack button until a reticle appears, then sweep the reticle across the desired targets.

First Appearance
Captain America

Captain America is the first available sharpshooting character. Unlock Captain America by completing the **Finish Line** challenge in Level 2A: The Lab, then visit the Shop and purchase him for 12,500 studs.

Wall Climb

Spider-Man and Wolverine can climb special LEGO-covered walls to reach otherwise inaccessible areas. Red-and-blue climbing walls can be used by all Spider-Man characters. Black-and-grey climbing walls can be used by all Wolverine characters.

First Appearance
Spider-Man

Spider-Man is automatically added to your roster when you complete the **Finish Line** challenge in Level 1C: Sand Central Rooftop.

Wolverine

Unlock Wolverine by completing the **Finish Line** challenge in Level 4A: Prison Entrance, then purchase him from the Shop for 12,500 studs.

Wall Smash

Large characters can smash through damaged walls to reveal hidden areas and objects.

First Appearance
Hulk

Hulk is the first available wall-smashing character. Unlock him by completing the **Finish Line** challenge in Level 1A: Park Avenue. Hulk doesn't need to be purchased—he appears on your roster as soon as you unlock Free Play for the Sand Central Station levels.

Vent Crawl

Characters with this ability can slip through blue vents to reach otherwise inaccessible areas.

First Appearance
Mister Fantastic

Mister Fantastic is the first available vent-crawling character. Unlock Mister Fantastic by completing the **Finish Line** challenge in Level 2B: Baxter Rooftop, then purchase him from the Shop for 12,500 studs.

Silver LEGO

Characters with this ability can use their ranged attacks to destroy silver LEGO objects.

First Appearance
Iron Man

Iron Man is the first character that can be used to destroy silver LEGO objects. Unlock him by completing the **Finish Line** challenge in Level 1B: Sand Central Interior. Iron Man doesn't need to be purchased—he appears on your roster as soon as you unlock Free Play for the Sand Central Station levels.

Telekinesis

Characters with telekinesis can move or manipulate any object that's marked with a violet ring of light.

First Appearance
Jean Grey

Jean Grey is the first available telekinetic character. Unlock Jean Grey by completing the **Finish Line** challenge in Level 6A: Mansion Foyer, then purchase her from the Shop for 12,500 studs.

Dark Phoenix

When a task requires a flying character with telekinesis, Dark Phoenix is the first one available. Unlock Dark Phoenix by completing the **Multi-Challenge** in Level 9C: Throne Room, then purchase her from the Shop for 12,500 studs.

Lightning

Characters with this ability can use lightning to charge generators and electrocute enemies.

First Appearance
Thor

Thor is the first available lightning-wielding character. Unlock Thor by completing the **Finish Line** challenge in Level 7B: The City, then purchase him from the Shop for 12,500 studs.

Fire

Characters with this ability can use fire to melt LEGO ice.

First Appearance
Human Torch

Iron Man Mk1 is actually the first available fire-wielding character, but he can only melt LEGO Ice by using his Super Move. The Human Torch, on the other hand, is the first available fire-based character. Unlock the Human Torch by completing the **Finish Line** challenge in Level 6B: Hydra Base, then purchase him from the Shop for 12,500 studs.

Ice Shards

Iceman can use his ranged attack to extinguish LEGO fires or freeze LEGO water puddles.

First Appearance
Iceman

Unlock Iceman by completing the **Finish Line** challenge in Level 6B: Mansion Exterior, then purchase him from the Shop for 12,500 studs.

Additional Abilities

Some characters posses abilities that make them particularly well-suited to combat or exploration. These additional abilities can be very useful, but they're not generally used to find hidden areas or items during Free Play.

Grab Throw

Many characters can throw enemies during combat. This attack deals heavy damage, but it can be used only against standard enemies. Enemies like heavy goons, creatures, and Octobots cannot be thrown.

Pick Up Throw

Some characters can lift and throw heavy objects. Use this ability to turn vehicles, statues, and other large props into powerful weapons.

Regeneration

Some characters have the ability to regenerate health. Regeneration is automatic, but it's fairly slow. It takes about 10 seconds to replace a lost heart.

Fireproof

Characters with this ability can touch LEGO fires without taking damage.

Dodge/Deflect

Characters with this ability can automatically dodge or deflect incoming projectiles. This ability is active only while the character is idle. Moving, attacking, or activating a different ability will leave the character vulnerable to enemy ranged attacks.

Glide

Mister Fantastic can't fly, but he is able to glide. This limited flight mode can be used only near a strong air current.

Invisibility

The Invisible woman can use this ability to slip past enemies and security sensors. She can remain invisible only for a few seconds at a time, but the ability recharges fairly quickly.

Super Moves and Tag Moves

Super Moves

Most characters possess at least one Super Move. Some Super Moves are powerful attacks, while other Super Moves are purely defensive. You must charge a Super Move before it can be used. Collect studs to fill the Super Meter—fill the meter to activate a Super Move Slot. When you start a new game, you'll only be able to charge one Super Move at a time. However, you can increase the number of Super Move Slots by unlocking and activating special Red Brick bonuses.

Tag Moves

When you activate a Tag Move, your Tag partner appears by your side and activates a special ability. A character's Tag Move is almost always based on his or her primary Super Move. If the character serving as your Tag partner doesn't possess a Super Move, he or she simply drops into the area when the Tag Move is activated. Tag Moves aren't powered by studs, but they do need time to recharge between uses.

Note

This guide is based on the Nintendo 3DS version *LEGO Marvel Super Heroes*. In this version of the game, extra studs are rewarded for countering enemy attacks, making it fairly easy to complete most **Stud Collector** challenges. If you're unable to complete these challenges using our recommended tactics, revisit the map during Free Play. Select a character that allows you to collect any valuable studs that can't be reached during Story mode.

Chapter 2: Baxter Building

Level 2A: The Lab

Story Characters

- Captain America

- Mister Fantastic

Recommended Playthroughs

1. Playthrough 1:During the first playthrough, just focus on completing the level. Much of this map is inaccessible until you unlock Free Play, so it's best to simply familiarize yourself with the encounter. In the process of completing the **Finish Line** challenge, it's entirely possible that you'll earn **Stud Collector** and/or **Doctor Is Out** without even trying.
2. Playthrough 2: On the second playthrough, see if you can improve your performance with Captain America. Try to earn **Shock Proof** and **Disco Diva** as you test your skills and earn additional studs.
3. Playthrough 3: After Free Play is unlocked for this level, use Iron Man's flight mode and rapid-fire ranged attacks to complete **Combo Master** and the **Multi-Challenge** as you speed through the level.
4. Playthrough 4: Select Iron Man for another round of Free Play and use his flight mode to reach the level's hidden areas. Take as much time as you need to complete **Minikit**, **Civilian Peril**, and **Clean Sweep** challenges.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

The Lab Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Captain America	Story
	Stud Collector	Collect over 14,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Free Play
	Doctor Is Out	Defeat Doctor Octopus in 120 seconds or less	None	Story
	Civilian Peril	Rescue the civilian	None	Free Play
	Clean Sweep	Defeat all 38 enemies	None	Free Play

	Combo Master	Perform a x8 combo	None	Free Play (Recommended)
	Shock Proof	Take no damage from the Tesla coils	None	Story
	Disco Diva	Take no damage from Doctor Octopus' laser	None	Story
	Multi-Challenge	Finish the level in 100 seconds; Use no Super Moves; Take less than 2 hearts of damage	Spider-Man 2099	Free Play (Recommended)

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

When the level starts, Doctor Octopus is located on a balcony above you. Before you can reach him, you must deal with waves of robotic enemies. As you wait for the first enemies to appear, consider searching the area for loose studs and breakable objects.

After a few seconds, three small octobots emerge from the floor. Use any combination of melee attacks, ranged attacks, or Captain America's sharpshooting ability to clear the first wave of enemies.

Tip

Small octobots charge electricity before each attack. When you see this, quickly defeat the glowing enemy or use the Dodge move to evade the attack.

After you defeat the first wave of enemies, three Tesla coils rise out of the floor and more small octobots climb into the area. Each Tesla coil creates an electrical current that roams around the floor. Avoid touching the currents and attack the central Tesla coil to temporarily disable it. As the small octobots move into range, alternate your attacks between the enemies and the nearest Tesla coil to give yourself a bit of breathing room.

While the Tesla coils are active, you can expect a total of eight small octobots to climb onto the platform. Avoid the electrical currents until you locate and defeat all eight enemies to send the Tesla coils back into the floor and begin the battle's next wave.

Shortly after the Tesla coils disappear, large octobots begin climbing into the area. These enemies use sustained energy beams to attack from a distance. Try to defeat the first large octobot before it has a chance to attack, then avoid any incoming attacks as you move on to the next enemy. Captain America's ranged attacks and melee attacks are equally effective, so use any combination of the two that helps you stay out of danger.

After you defeat all four large octobots, a platform emerges from the floor, lifting you up to the balcony. The platform begins to rotate, and Doctor Octopus bounces three laser beams off the disco ball above you.

Tip

If you take damage during this encounter, hit the disco ball with ranged attacks to replenish lost hearts.

Evade the laser beams until the attack ends, then approach the balcony. When the blast shield slides open, use Captain America's ranged attack to deal a heavy blow to Doctor Octopus.

Tip

You have only a short few seconds to make your attack before the blast shield slams shut. Try to position yourself on the platform so that you're carried into position just as the blast shield opens.

When the blast shield closes, Doctor Octopus resumes his laser attack. Avoid the beams until the attack ends, then hit Doctor Octopus with another ranged attack. Repeat the process until you land three successful hits and Doctor Octopus flees the room.

Note

After you complete this challenge, Captain America can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 14,000 studs before the level ends.

When you attempt this challenge, search the area for loose studs and breakable objects before you deal with the first wave of octobots. Make sure that you smash the pipes and terminals scattered around the edge of the main area. As you progress through the battle, collect all the studs dropped by vanquished enemies.

The most effective way to boost your stud count is to counter the large octobots' attacks. The instant a large octobot charges its energy beam, use a melee attack or ranged attack to stagger it. Each properly executed counter produces some very valuable studs.

Tip

If you're having trouble countering the large octobots, save this challenge for one of your Free Play visits. Just use a flying character to reach the studs and destructible objects scattered around the hidden areas.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

Note

This challenge can only be completed during Free Play.

After you unlock Free Play for this level, use Iron Man's flight mode to reach the hidden area to the left of the main floor. Land and clear out the small octobots that appear, then use Iron Man's ranged attacks to blast the silver LEGO vault on the back wall.

After you destroy the vault door, collect the revealed minikit and clear out any incoming enemies.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Doctor Is Out

To complete this challenge, you must defeat Doctor Octopus within the 120-second time limit.

Obviously, the key to completing this challenge is to avoid wasting time. Clear each wave of enemies as quickly as possible. Be particularly alert while the Tesla coils are active. Accidental jolts can waste valuable seconds, and distant octobots have a tendency to linger off-screen. If no enemies are in sight, make a quick sweep of the area to ensure that the battle progresses at a steady rate.

After you defeat all of the robotic enemies, it's important to attack Doctor Octopus at every opportunity. If you allow the blast doors to shut without landing a successful raged attack, it prolongs the battle by at least 10 seconds.

Challenge 5: Civilian Peril

To complete this challenge, you must rescue the civilian trapped within the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, use any flying character to explore the hidden area to the right of the main floor. Defeat the two small octobots in the corner to rescue the civilian and complete the challenge.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat 22 small octobots before the level ends.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, use any flying character to defeat the enemies lurking near the map's hidden areas. Stay in the hidden area to the left of the main floor until you defeat all six of the small octobots that crawl up to the platform.

When you're ready, fly over to the hidden area to the right of the main floor. Destroy the small octobots harassing the civilian, then stay in the area until you locate and defeat four more enemies. When both hidden areas are clear, return to the main floor and progress through the battle to defeat the remaining enemies.

Challenge 7: Combo Master

To complete this challenge, you must perform a × 8 combo.

Tip

Although it's possible to complete this challenge during Story mode, it's much easier to do so during Free Play.

If you're determined to complete this challenge using Captain America, progress through the battle until the large octobots appear. Captain America's ranged attack is fairly slow, so it's best to draw two enemies into melee range. Use a ×5 combo to defeat a large octobot, then dash to the nearby enemy and resume your attacks to complete your combo.

To complete this challenge with ease, select a character with rapid-fire ranged attack—Iron Man's repulsors make him an excellent choice. Progress through the battle, then use a flurry of ranged attacks to attack the first two large octobots that appear. As you do, use the Dodge move to evade incoming attacks, then resume your ranged attacks before the combo is broken.

Challenge 8: Shock Proof

To complete this challenge, you must finish the level without taking any damage from the Tesla coils.

The simplest way to avoid the electrical currents is to stay near the central Tesla coil. Strike the Tesla Coil to reset its charging process, then defeat the nearest enemy. Repeat the process until the wave ends and the Tesla coils sink back into the floor.

Enemies appear on both sides of central Tesla coil. However, if you keep attacking the coil and stay near its base, you shouldn't have any trouble avoiding the active currents as you move between enemies.

Tip

If you're having trouble completing this challenge, revisit the level during Free Play and use a flying character to stay safely above the electrical currents.

Challenge 9: Disco Diva

To complete this challenge, you must finish the level without taking any damage from Doctor Octopus's laser attack.

The most difficult part of completing this challenge is the moment that each laser attack begins. Until the beams are visible, it's very difficult to determine which area of the platform offers the most safety. If you survive the initial blast, however, it becomes much easier to avoid the beams for the duration of the attack. Make small adjustments to compensate for the platform's rotation, and do your best to stay clear of the roaming beams.

As the beams move across the platform, dash to any safe area you can find. As you do, remember to take the rotation of the platform into account. Whether you're fighting against the rotation or using it to boost your movement speed, it's important to maintain control of your position.

Tip

If you're having trouble completing this challenge, revisit the level during Free Play and use a flying character to stay off the platform during this phase of the battle.

Challenge 10: Multi-Challenge

To complete this challenge, you must avoid taking any damage or using Super Moves while completing this level within the 100-second time limit.

Tip

Although it's possible to complete this challenge during Story mode, it's much easier to do so during Free Play.

Because the battle with Doctor Octopus is guaranteed to take at least 30 seconds, it's important to defeat the robotic enemies as quickly as possible.. Captain America's ranged attack favors power over speed, putting him at a severe disadvantage when it comes to this challenge. Consider using a character like Iron Man to complete this challenge with minimal fuss.

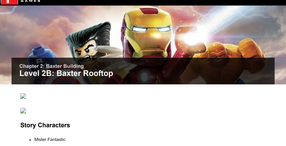
Use Iron Man’s ranged attack to blast each of the small octobots as they enter the area. When the Tesla coils emerge from the floor, stay near the central coil and continue your attacks. Give the coil a quick blast each time it charges to ensure that you don’t take any damage during this phase of the battle.

Once you’ve dealt with the smaller enemies, use Iron Man’s ranged attacks to blast the large octobots from a safe distance. If you spot an enemy charging an energy beam, switch targets to interrupt the attack. Quickly dispatch all four large octobots to ensure that you have enough time to deal with Doctor Octopus.

When the platform carries you up to the disco ball, escape the initial laser blast, then activate Iron Man’s flight mode and move directly in front of Doctor Octopus. This should keep you out of harm’s way while putting you in the perfect position to attack Doctor Octopus when the blast shield slides open. Stay in this position and land three successful hits before time runs out. As long as can avoid taking damage or using Super Moves, you’ll complete the challenge when the level ends.

Note

After you complete this challenge, Spider-Man 2099 can be purchased for 12,500 studs.



Chapter 2: Baxter Building

Level 2B: Baxter Rooftop

Story Characters

- Mister Fantastic
- Captain America

Recommended Playthroughs

1. Playthrough 1: During the first playthrough, ignore the timed challen ges. Try to complete **Finish Line**, **Excelsior!**, **Combo Master**, **Going Pro**, and **Tag Me In**.
2. Playthrough 2: During the second playthrough, focus on the timed challenges. Avoid taking damage or using Tag Moves as you race to the end of the level. If you succeed, you'll complete **Doctor Is Out** and the **Multi-Challenge** in a single playthrough.
3. Playthrough 3: After you unlock Free Play, revisit the level with Spider-Man to complete **Stud Collector** (if needed), **Minikit**, and **Clean Sweep**.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Baxter Rooftop Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Mister Fantastic	Story
	Stud Collector	Collect over 50,000 studs	None	Free Play (Recommended)
	Minikit	Collect the minikit	Collectible Card	Free Play
	Doctor Is Out	Defeat Doctor Octopus in 100 seconds or less	None	Story
	Excelsior!	Find and rescue Stan Lee	None	Story
	Clean Sweep	Defeat all 38 enemies	None	Free Play
	Combo Master	Perform a +10 combo	None	Story
	Going Pro	Clear the level without using a Super Move	None	Story
	Tag Me In	Defeat 3 enemies with Tag Moves	None	Story
	Multi-Challenge	Finish the level in 120 seconds; No damage taken; Finish the level without a Tag partner	J. Jonah Jameson	Story

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

When the level starts, defeat the nearby enemies and search the area for studs and breakable objects. When you're ready to continue, smash the brown crates along the back wall to reveal a hidden vent.

Approach the exposed vent and use the action button to have Mister Fantastic slip through the vent and emerge on the nearby rooftop.

Defeat the waiting large octobot and search the surrounding area for studs and breakable objects. When you're ready, move to the back wall and follow the path to the right. Clear out the incoming enemies, then destroy the blue antenna. Assemble the resulting Build-it to create a slingshot, then use the slingshot to launch yourself to the next rooftop.

When you land, search the area for studs and breakable objects. When you're ready, follow the path down along the lower rooftops and clear out the enemies you encounter along the way.

When you reach Doctor Octopus just in time to see him knock over a large antenna and flee to the next rooftop. As you search the surrounding area for studs and breakable objects, take care to distance yourself from the enemies that appear in the area. When you're ready, stand near the fallen antenna and wait for a surge of electricity to approach. When it's safe again, race across the antenna to reach the next rooftop before the next surge passes through the makeshift bridge.

When you reach the next rooftop, jump down from the antenna, deal with any approaching enemies, and assemble the nearby Build-it. This creates a ramp that you can use to climb back onto the antenna—if you want to head back for more exploration before you move deeper into the level.

Search the rooftop for enemies, studs, and breakable objects. When you're ready, move past the climbing wall and assemble the Build-it near the building's damaged ledge to create a large fan.

Move onto the fan to float into the air, then activate Mister Fantastic's flight mode (glide) to ride the current across the next gap.

After you land, ignore the next climbing wall and follow the ledge around the corner of the building. As you do, clear out the enemies and breakable objects that appear in your path.

When you're ready, approach the hole in the large window to finish the level.

Note

After you complete this challenge, Mister Fantastic can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 50,000 studs before the level ends.

Tip

Although you can complete this challenge in Story mode, it's much easier to do so during Free Play.

As usual, it's important to destroy all the available enemies and objects scattered throughout the level, but this map also contains several hidden studs—many of which can be accessed only by using the climbing walls. After you unlock Free Play for this level, use Spider-Man to ensure that you collect all the available studs. Before you leave the first rooftop, move toward the bottom of the screen, then follow the ledge to the left to find the first stash of hidden studs.

Make a full sweep of each rooftop until you reach the second rooftop. Use Spider-Man to climb up to the next cluster of hidden studs. When you're ready, switch to Mister Fantastic and slip through the nearby vent.

When you emerge from the passage, follow the path down through the building's interior and drop through the broken window to find another hidden area filled with enemies, breakable objects, and loose studs. After you clear the ledge, use the nearby vents to return to the top of the climbing wall.

Drop down from the first climbing wall, then continue across the next gap. Use Spider-Man to head up the second climbing wall and sweep the top of the building for enemies, destructible objects, and more loose studs.

If you've been thorough, you should have more than enough studs by the time you reach the broken window at the end of the map. However, avoid approaching the window until you go down the steps to the right—you'll find a selection of valuable studs hidden around the corner.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, use Spider-Man to take advantage of the map's first climbing wall. When you reach the top of the building, switch to Mister Fantastic and slip through the nearby vent.

After you emerge from the passage, collect the minikit from the alcove to the right.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Doctor Is Out

To complete this challenge, you must finish the level within the 100-second time limit.

When you attempt this challenge, save valuable time by ignoring the bulk of the map's enemies, studs, and destructible objects. Only engage the enemies that pose a direct threat, and don't bother smashing any objects that aren't required to progress through the level.

Stay alert when you reach the fallen antenna. As soon as the first surge of electricity fades, move across the gap to avoid waiting for another opportunity. As long as you stick to the main path, you shouldn't have much trouble reaching the end of the level within the allotted time.

Challenge 5: Excelsior!

To complete this level, you must find and rescue Stan Lee.

After you use the slingshot to launch yourself to the second cluster of rooftops, follow the upper path to the right to find Stan Lee dangling from a helicopter. To rescue him, use a ranged attack to knock the large octobot off the nose of the helicopter.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat 38 robotic enemies before you finish the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, use Spider-Man to ensure you locate all of the map's enemies. After you defeat the first two octobots, move along the building's ledge to find the hidden studs to the left. Follow the studs until two small octobots drop down from above. As you return to the main path, two more enemies climb up to the ledge—make sure you deal with them before you leave the area.

As you progress through the level, be diligent and defeat all of the enemies that appear along the main path. After you clear out the enemies near the fallen antenna, use the stairs to the left to find more enemies on the rooftop below you.

Tip

Remember that many of the level's enemies appear a few seconds after you reach a rooftop. Take the time to smash objects and collect studs to ensure that all nearby enemies show themselves before you move on.

When you reach the first climbing wall, use Spider-Man to climb to the top of the building, then switch to Mister Fantastic and enter the vent. Drop down through the building's interior, then slip through the broken window and clear out all the enemies lurking near this hidden area.

When you arrive at the second climbing wall, use Spider-Man to reach the top of the last building. Move to the studs at the center of the rooftop to reveal two more large octobots. After you clear the area, head back down the climbing wall and follow the main path to find the remaining enemies.

Challenge 7: Combo Master

To complete this challenge, you must perform a +10 combo.

The best place to complete this challenge is near the fallen antenna. Before you cross the gap, move toward the bottom of the screen until two large octobots leap onto the rooftop. These enemies land very close to each other—use a flurry of melee strikes to defeat both enemies without breaking your combo.

Challenge 8: Going Pro

To complete this challenge, you must finish the level without using a Super Move.

Most of the level's enemies attack in small groups. Simply resist the urge to use Super Moves as you clear a path through the level.

Challenge 9: Tag Me In

To complete this challenge, you must use one or more Tag Moves to defeat at least three enemies.

Large octobots are durable enough to survive most Tag Moves. Use one Tag Move to clear out the two small octobots on the first rooftop, then continue through the level. When your Tag Move is finished recharging, use it to defeat the next small octobot you encounter.

Challenge 10: Multi-Challenge

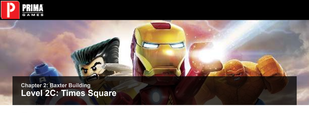
To complete this challenge, you must avoid taking damage or calling on your Tag partner while finishing the level within the 120-second time limit.

If you avoid unnecessary exploration and combat, you shouldn't have any trouble finishing the level within the time limit. Each time you reach a key Build-it, however, it's very important to clear out nearby enemies before you begin assembling it. Once again, it's best to ignore any destructible objects that aren't needed to progress through the level.

To traverse the level without taking any damage, it's particularly important to pay attention when you reach the fallen antenna. A single surge of electricity can cause you to fail the challenge, so time your approach carefully. As long as you move quickly, stay alert and avoid calling on your Tag partner, you shouldn't have any trouble completing this challenge.

Note

After you complete this challenge, *J. Jonah Jameson* can be purchased for 12,500 studs.



Chapter 2: Master Building
Level 2c: Times Square

Story Characters

- Spider-Man
- Mister Fantastic

Recommended Playthroughs

1. Playthrough 1: During the first playthrough, ignore the tinted challenges. Try to earn **Finish Line**, **Stud Collector**, **Minikit**, **Going Pro**, **No Tag Required**, and **Clean Sweep**.
2. Playthrough 2: During the second playthrough, focus on the tinted challenges. If you charge your Super Moves as quickly as possible and take minimal damage, you should be able to earn **Doctor Is Out** and the **Multi-Challenge** by the time you finish the level.
3. Playthrough 3: After you unlock Free Play, use Iron Man to complete the **Red Brick** challenge.
4. Playthrough 4: After you unlock Doctor Octopus, use him to complete the **Alternate Hero** challenge during a fourth playthrough.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Times Square Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Mary Jane Watson	Story
	Stud Collector	Collect over 8,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Story
	Doctor Is Out	Defeat Doctor Octopus in 90 seconds or less	None	Story
	Red Brick	Collect the Red Brick	Honking Sounds	Free Play
	Going Pro	Clear the level without using a Super Move	None	Story
	No Tag Required	Beat the level without using a Tag partner	None	Story
	Alternate Hero	Complete the level using Doctor Octopus	None	Free Play
	Clean Sweep	Defeat all 10 enemies	None	Story
	Multi-Challenge	Finish the level in 100 seconds; Take less than 3 hearts of damage; Defeat 4 enemies using Super Moves	Daredevil	Story

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

The level ends as soon as you defeat Doctor Octopus, so make sure you've completed the desired challenges before you finish the battle. When the level starts, expect Doctor Octopus to initiate a long-range attack. He may attack by lunging or by hurling a large chunk of asphalt at you. If you intend to search the area for studs, breakable objects, and hidden enemies, keep moving to avoid these incoming attacks.

In addition to Doctor Octopus's attacks, you must also deal with waves of small octobots that emerge from the manholes lining each side of the street. Use ranged attacks to quickly defeat these smaller enemies, or simply avoid them as you go about your business. Either way, make sure you avoid stepping onto the manholes—the steam rising out of the sewer is very dangerous.

Doctor Octopus uses his robotic arms to block most attacks, so your timing is important. Strike while he's recovering from one of his attacks, or pepper him with ranged attacks while he's holding a chunk of asphalt—just make sure you dash away before he throws the asphalt at you.

Spider-Man's Grab move (web lasso) allows him to throw many of the cars scattered around the area. If you're looking to end the fight quickly, latch onto one of the highlighted vehicles and hurl it toward Doctor Octopus. A direct hit can end the battle in an instant. These vehicles are limited, however, and it takes a bit of time to execute one of these throws. Don't latch onto a vehicle unless the surrounding area is clear of enemies.

Tip

If you find yourself seriously hurt during the battle, head for the bleachers at the far end of the map and smash the camera to find a health kit.

Stand near Doctor Octopus and wait for him to stop blocking. Don't strike him yet! Doing so will prompt him to knock you back. When Doctor Octopus stands up, hit him with a quick flurry of melee strikes until little lines appear around his body—this means he's charging a powerful counterattack. As soon as you spot this visual cue, use the Dodge move to dash out of his range.

When Doctor Octopus finishes charging his counterattack, he spins around and flails his robotic arms. While he recovers, use any combination of ranged attacks and melee attacks to chip away at his health. Repeat the process until you finish the level.

Note

After you complete this challenge, Mary Jane Watson can be purchased for 5,000 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 8,000 studs before the level ends.

This level is absolutely packed with loose studs, hidden enemies, and breakable objects. To complete this challenge, simply prolong the battle until you've made a full sweep of the map.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

To find the minikit, you must destroy all three of the hot dog carts scattered around the map. When the level starts, move toward the top of the screen to find the first hot dog cart on the sidewalk. After you destroy the cart, follow the sidewalk to the right to find the second hot dog cart.

Once you've dealt with the second hot dog cart, continue moving to the right. The third hot dog cart is behind the bleachers at the far side of the map.

Destroy all three hot dog carts to reveal the minikit.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Doctor Is Out

To complete this challenge, you must defeat Doctor Octopus within the 90-second time limit.

The fastest way to defeat Doctor Octopus is to throw a car at him. Grab the car, then swing it in a circle until you build up enough momentum for a powerful attack. When you're ready, throw the car at Doctor Octopus—if you manage to score a direct hit, the fight should end immediately. If not, dash to one of the remaining cars and make another attempt.

If you're having trouble landing accurate throws, simply use the standard methods to chip away at Doctor Octopus' health. Attack him, avoid his counterattack, then hit him hard while he recovers. If you're running low on time, consider using a Tag Move or Super Move to speed up the process.

Challenge 5: Red Brick

To complete this challenge, you must collect the level's Red Brick.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, use Iron Man to destroy all four of the silver LEGO signs scattered around the map. When the level starts, activate flight mode and move toward the top of the screen. Destroy the sign posted near the first hot dog cart, then move right and destroy the sign located by the second hot dog cart.

Keep moving right to find the remaining signs hanging near the hot dog cart behind the bleachers. Destroy all four signs to collect the Red Brick.

Note

After you collect this level's Red Brick, you can purchase the Honking Sounds Red Brick for 17,500 studs.

Challenge 6: Going Pro

To complete this challenge, you must finish the level without using any Super Moves.

Doctor Octopus can be a handful, but Spider-Man's standard attacks are more than enough to complete this encounter. Simply refrain from using any Super Moves until you finish the level.

Challenge 7: No Tag Required

To complete this challenge, you must finish the level without calling on your Tag partner.

Mister Fantastic's Tag Move can be very effective, but you'll have to leave him on the sidelines to earn this challenge. Stick to the established tactics and finish the level without calling on your Tag partner.

Challenge 8: Alternate Hero

To complete this challenge, you must finish the level as Doctor Octopus.

Note

This challenge can be completed only during Free Play.

After you unlock Doctor Octopus, use him to complete this challenge during Free Play. Doctor Octopus' Grab move allows him to throw heavy objects, but it's generally best to rely on basic melee combat. Run in and hit the computer-controlled Doctor Octopus with a few strikes until he prepares a counterattack, then dash to safety.

Resume your attacks after each counter, and try to land a few hits whenever the computer-controlled Doctor Octopus picks up a chunk of asphalt. If you're having trouble completing the battle, switch to Spider-Man and use more familiar tactics to chip away at the enemy's health. Just make sure you switch back to Doctor Octopus before you complete the battle!

Challenge 9: Clean Sweep

To complete this challenge, you must defeat 10 small octobots before the level ends.

Over the course of the battle, small octobots emerge from the manholes located along each side of the street. These hidden enemies often reveal themselves when you pass by a manhole, but there's no way to control the rate at which they appear. Before you deal with Doctor Octopus, circle the map and search for octobots until you complete the challenge.

Challenge 10: Multi-Challenge

To complete this challenge you must use Super Moves to defeat at least four enemies, take less than three hearts of damage, and finish the level within the 100-second time limit.

Note

To complete this challenge during Story mode, you must have already purchased Spider-Man's second Super Move.

Begin charging your first Super Move as soon as the level starts. Avoid incoming attacks as you smash objects and collect loose studs.

When your Super Move is charged, seek out a group of octobots and use an offensive Super Move to defeat as many enemies as possible. Collect more studs to charge a second Super Move, then repeat the process to complete one of the challenge's objectives.

Although you must defeat Doctor Octopus within the time limit, remember that you can only lose a maximum of two hearts for the duration of the encounter. Don't take unnecessary risks! Activate your Tag Move whenever it's available, and make sure you avoid his incoming attacks to beat Doctor Octopus within the allotted time.

Note

After you complete this challenge, Daredevil can be purchased for 12,500 studs.

Chapter 4: The Raft

Level 4A: Prison Entrance

Story Characters

- Wolverine
- Iron Man

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, ignore the timed challenges. Try to earn **Finish Line**, **Stud Collector**, **Clean Sweep**, **Combo Master**, and **Bot Dilemma**.
2. Playthrough 2: This level's timed challenges have conflicting objectives, so just focus on **Robot Rumble** during your second playthrough.
3. Playthrough 3: Revisit the level and complete the **Multi-Challenge**.
4. Playthrough 4: After you unlock Free Play, use Hulk to complete the **Red Brick** challenge.
5. Playthrough 5: Revisit the level during Free Play and use Iron Man to complete **Civilian Peril**.
6. Playthrough 6: After you unlock Jean Grey, use her telekinesis to complete the **Minikit** challenge.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Prison Entrance Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Wolverine	Story
	Stud Collector	Collect over 35,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Free Play
	Robot Rumble	Defeat Security Robot in 90 seconds or less	None	Story
	Red Brick	Collect the Red Brick	Bubble Effects	Free Play
	Clean Sweep	Defeat all 20 enemies	None	Story

	Combo Master	Perform a ×10 combo	None	Story
	Bot Dilemma	Destroy all bot dispensers	None	Story
	Civilian Peril	Rescue all 4 civilians	None	Free Play
	Multi-Challenge	Finish the level in 150 seconds; Avoid triggering security systems; Destroy all security bots	Wolverine (Tan)	Story

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

When the level starts, four security bots appear. Clear out these enemies, then move to the right and destroy the two bot dispensers at the edge of the platform.

When it's safe, search the starting area for studs and breakable objects. When you smash the crate near the connected walkway, it reveals a Build-it. You can either assemble the Build-it to automatically defeat the nearby enemies, or use melee strikes to destroy the nearby barricade and take care of the enemies yourself.

> **Tip**
>
> If you assemble the Build-it, a laser wall automatically clears all the enemies from the walkway. If you're trying to complete the **Clean Sweep** challenge, however, it's best to take care of the enemies yourself.

If you opt to attack the prisoners directly, one of them summons a large prisoner from the door at the end of the walkway. Land a few hits to knock this massive enemy on his back, and keep attacking until you defeat him. When it's safe, slip through the gap in the barrier and follow the trail of studs to continue along the main path.

Defeat the prisoners at the end of the stud trail, then look for the rope attached to the raised bridge. Slice through the rock at the end of the rope to drop the bridge into place, then cross the bridge to reach the next area.

When you reach the end of the bridge, follow the path up the hill. As you do, some prisoners roll two explosive barrels toward you. Stick to the left edge of the path to dodge the first barrel, then dash to the right to avoid the second barrel. Continue up the hill and defeat the prisoners and the nearby bot dispenser.

Continue to the next walkway and search the area for studs and enemies. When you're ready, assemble the Build-it to activate the nearby lift.

When the door slides open, defeat the prisoners that step out of the lift. When you're ready, stand on the large red button to ride the lift to the next area.

When the lift stops, destroy the nearby bot dispensers and any security bots that have already appeared. Follow the path to the left to find the map's first security system.

To slip past the security system unnoticed, you must move through the area without getting caught in any of the three searchlights. If you're detected, the laser walls on either side of the area switch on, and a well armed Security Robot emerges from a nearby panel.

If you trigger the security system, you must defeat the Security Robot before you can continue. This dangerous enemy is armed with a buzz saw and an energy weapon, so it's dangerous from any range. Use a Tag move as soon as the battle begins, then activate Wolverine's Super Move to become temporarily immune to damage. Hit the Security Robot with a flurry of melee attacks—at the very least, you should be able to destroy its ranged weapon before the Super Move wears off.

Once you've destroyed the Security Robot's ranged weapon, this encounter becomes much more manageable. Clear out the security bots as they appear, and bait the Security Robot into performing a melee attack. Dash away until the attack ends, then run in and hit it with a flurry of melee strikes. After you destroy the buzz saw, you can safely attack the Security Robot until it's destroyed.

Tip

Once you've destroyed the Security Robot's ranged weapon, you can take advantage of Wolverine's health regeneration as needed. Just hang back and clear out the security bots until you're healthy enough to resume the battle.

Once you've made it past the first security system, continue to the end of the ledge. Destroy the bot dispenser near the end of the path and clear the enemies from the area.

When you're ready to continue, smash the large pipe near the top of the screen to reveal a climbing wall. Use Wolverine's claws to climb halfway up the wall, then wait for a burst of steam to erupt from the opening above you. When the steam stops, hurry up to the ledge and head up the next climbing wall.

Follow the path onto the nearby balcony, then avoid the search light as you disable the second security system. Slash the red control box on the wall, disable the searchlight and open the nearby panel.

Destroy the revealed control terminal to activate a new walkway. When the walkway is in place, move toward the bottom of the screen and drop down from the ledge.

Follow the path back to the new walkway and defeat the enemies that have appeared in the area. You'll encounter three standard prisoners, a large prisoner, and a pale prisoner that uses dynamite to attack from a distance. Reach the end of the walkway to finish the level.

Note

After you complete this challenge, Wolverine can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 35,000 studs before the level ends.

To collect the required studs, it's important to take advantage of all the enemies and breakable objects scattered throughout the map. In addition to the prisoners, it's a good idea to defeat all the available security bots—try to avoid destroying each bot dispenser until it has produced four enemies.

Before you use the lift, make sure you collect the all the studs to the right. The blue stud tucked around the corner will give your tally a nice boost.

It's also useful to intentionally trigger the first security system. Defeating the Security Robot and all the additional security bots can be a big help during this challenge. If you're thorough, you shouldn't have any trouble meeting the stud requirement before the level ends.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

Note

This challenge can be completed only during Free Play.

After you unlock Jean Grey, revisit this level during Free Play. Follow the main path until you reach the top of the lift, then use Jean Grey's telekinesis to lift the satellite dish to the right.

When the dish is in place, a helicopter flies by and drops a crate near the lift. Smash the crate to reveal the minikit.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Robot Rumble

To complete this challenge, you must defeat the Security Robot within the 90-second time limit.

It's much easier to complete this challenge if you activate the ×2 Super Move Slot Red Brick before you begin. You'll want to save as much time as possible for the battle with the Security Robot, so try to ignore most of the enemies and objects along the main path. When the level starts, dash to the right and smash through the barricade blocking the main path. Dodge past the prisoners and follow the trail down to the raised bridge.

Slip past the waiting enemies and lower the bridge, then continue up the next hill. Dodge the explosive barrels and attack the enemies near the lift. Take a second to destroy the nearby bot dispenser before you activate the lift—you don't want new enemies appearing as you assemble the Build-it to the right. Collect the nearby studs to ensure that you charge at least one Super Move slot.

Activate the lift, slip past the enemies that emerge from the door and ride up to the next floor. When the lift stops, run to the left and move into a spotlight to trigger the first security system. When the Security Robot appears, use a Tag Move to deal heavy damage, then activate Wolverine's invulnerability Super Move and attack the Security Robot directly. Watch the clock and defeat the Security Robot before time runs out. If you have a second Super Move charged, use it to make the battle a bit easier.

Challenge 5: Red Brick

To complete this challenge, you must find and collect the level's Red Brick.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, select the Hulk and revisit the map. Progress along the main path until you reach the explosive barrels. Clear out the nearby enemies and the bot dispenser, then use Hulk's melee attack to smash through the cracked wall.

After you destroy the wall, defeat the enemies that emerge from the opening and collect the revealed Red Brick.

Note

After you collect this level's Red Brick, you can purchase the Bubble Effects Red Brick for 17,500 studs.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat 20 prisoners before you finish the level.

If you attempt this challenge during Story mode, avoid assembling the Build-it at the start of the level. Instead, use melee attacks to smash through the barricade and ensure that you get credit for defeating all four of the prisoners along the length of the walkway.

Be thorough as you continue along the main path. By the time you ride the lift, you should have defeated 14 prisoners.

The Security Robot has no effect on this challenge, so you can sneak past the first security system if you prefer. Defeat the three enemies that appear near the end of the ledge, then climb up and activate the new walkway. Defeat the remaining enemies as you fight your way to the end of the level.

Tip

If you have trouble finding all the enemies, postpone this challenge until you revisit the level during Free Play. Use the Incredible Hulk to reach the prisoners hiding behind the cracked wall, or use Iron Man to clear out the prisoners guarding a civilian on the platform near the top of the lift.

Challenge 7: Combo Master

To complete this challenge, you must perform a ×10 combo.

Wolverine's powerful melee attacks will defeat most small groups before you have a chance to earn a ×10 combo. During Story mode, the best place to complete this challenge is at the end of the level. After you activate the retractable walkway, dash past the first three prisoners and lure the large prisoner off the walkway. Start your combo by defeating each of the small prisoners, then dash to the large prisoner and complete the challenge.

Tip

If you have trouble completing this challenge in Story mode, use a character with a rapid-fire ranged attack to earn your combo during Free Play.

Challenge 8: Bot Dilemma

To complete this challenge, you must destroy all six bot dispensers scattered around the level.

The first two bot dispensers are in the starting area.

The third bot dispenser is near the base of the lift, tucked in a corner near the cracked wall.

The next two bot dispensers are at the top of the lift. When you arrive on the upper floor, you'll find a bot dispenser on either side of your position.

The last bot dispenser is just past the first security system, near the base of the climbing wall. Destroy all six bot dispensers before you finish the level.

Challenge 9: Civilian Peril

To complete this challenge, you must find and rescue four civilians scattered throughout the level.

> **Note**
>
> This challenge can be completed only during Free Play

As you follow the path to the lift, defeat the prisoner on the bridge to rescue the first civilian.

After you cross the bridge, activate Iron Man's flight mode and locate the civilian in the water to the right. Use Iron Man's ranged attacks to destroy the sliver LEGO tentacles and rescue the civilian.

The third civilian is located near the top of the lift. When you reach the upper floor, activate Iron Man's flight mode and move toward the top of the screen to find a hidden platform. Defeat the three prisoners to rescue the nearby civilian.

The fourth civilian is just past the last bot dispenser. Before you use the climbing wall, use Iron Man to fly off the ledge and locate the hidden cell to the left. Blast the sliver LEGO bars with ranged attacks until you free the civilian.

Challenge 10: Multi-Challenge

To complete this challenge, you must avoid triggering the security systems, destroy 15 security bots, and complete the level within the 150-second time limit.

When you attempt this challenge, it's important to defeat a suitable number of security bots as you pass by each bot dispenser. When the level starts, try to destroy around six security bots before you leave the area.

Race to the Build-it at the base of the lift, then destroy the two security bots that drop onto the walkway. If you leave the nearby bot dispenser intact, two more security bots should appear by the time you clear the area and activate the lift.

When the lift opens, dash past the incoming prisoners and ride to the upper floor. Use the bot dispensers at the top of the lift to add another few security bots to your tally.

Once you've defeated at least 12 security bots, follow the path to the left and sneak past the security system. A single mistake here will prevent you from completing this challenge, so take a few extra seconds to ensure that you avoid all the searchlights.

When you reach the last bot dispenser, defeat the enemies it produces until you've destroyed a total of 15 security bots. Once you've accomplished this task, climb up to the second security system.

Slip past the spotlight and destroy the red control box to shut down the security system. Extend the retractable walkway, then drop down from the ledge and dash toward the end of the level.

As you approach the end of the walkway, use Wolverine's Dodge move to knock the smaller prisoner out of your way. Finish the level within the allotted time to complete the challenge.

Note

After you complete this challenge, Wolverine (Tan) can be purchased for 12,500 studs.

Chapter 4: The Raft

Level 4B: Prison Interior

Story Characters

- Iron Man
- Hulk

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, try to complete **Finish Line**, **Stud Collector**, **Minikit**, **Lead the Way**, **Clean Sweep**, **Combo Master**, and **Flush It**.
2. Playthrough 2: During your second playthrough, focus on completing the **Multi-Challenge**.
3. Playthrough 3: After you unlock Deadpool, complete **Alternate Hero**.
4. Playthrough 4: After you unlock Jean Grey, complete **Civilian Peril**.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Prison Interior Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Bruce Banner	Story
	Stud Collector	Collect over 26,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Story
	Lead the Way	Defeat Leader in 90 seconds or less	None	Story
	Civilian Peril	Rescue all 3 civilians	None	Free Play
	Clean Sweep	Defeat all 20 enemies	None	Story
	Combo Master	Perform a +10 combo	None	Story
	Alternate Hero	Complete the level using Deadpool	None	Free Play
	Flush It	Destroy all cell toilets	None	Story
	Multi-Challenge	Finish the level in 120 seconds; Take less than 3 hearts of damage; Defeat 4 enemies using Super Moves	Iron Man (Heartbreaker)	Story

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

When the level starts, run up the steps to the right and clear the area of enemies. Dodge incoming attacks from the Leader as you deal with the weaker prisoners, then use Iron Man's ranged attacks to wear down the Leader's shield.

After you destroy his shield, run in and attack the Leader. Hit him with a series of melee strikes to keep him from teleporting, or blast him with ranged attacks as he moves around the area. No matter which method you choose, keep attacking until you defeat him. Search the area for studs and breakable objects, then head up the next set of steps.

When you reach the next landing, clear out the nearby enemies. The next set of steps leads to a locked security door. Defeat the prisoners near the security door, then head back down the steps and follow the path to the right.

Follow the path until a large prisoner bursts out of his cell. Defeat this enemy, then destroy the red control box mounted just past the cell to open the nearby bars. Search the prisoner's cell for breakable objects, then continue along the main path.

Defeat the enemies you encounter as you continue to the far edge of the map. When it's safe, destroy the generator in the corner to reveal a Build-it.

Assemble the Build-it to create a large fan, then step onto the fan and float up to the walkway along the back wall.

When you land, defeat the prisoners in the cells along the back wall and follow the path to the left.

Defeat the security bots that appear near the end of the walkway, then assemble the Build-it to activate the large security door. After the door opens, a trail of studs appears. Fly over to the studs, then drop to the ground and head for the security door.

Follow the studs up the steps and clear out the waiting prisoners. When you're ready, pass through the security door and stand on the red button to activate the lift and finish the level.

Note

After you complete this challenge, Bruce Banner can be purchased for 5,000 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 26,000 studs before the level ends.

This level contains plenty of enemies, loose studs, and breakable objects. If you take the time to clear each area, you shouldn't have any trouble completing the challenge.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

This minikit is near the first large prisoner. Defeat the large prisoner when he breaks through the wall, then head through the opening and search his cell. Smash the crate in the corner to reveal the minikit.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Lead the Way

To complete this challenge, you must defeat the Leader within the 90-second time limit.

The Leader is just outside the starting area, so begin the fight right away. Clear out the weaker prisoners first, and use the Dodge move to evade the objects the Leader throws at you.

After you deal with the weaker prisoners, use ranged attacks to chip away at the Leader's shield. Keep attacking until the shield disappears.

Once you've destroyed his shield, the Leader engages you directly. When this happens, hit him with a series of melee strikes or ranged attacks. Remember that the Leader teleports if you utilize ranged attacks. If you loose track of the Leader, quickly search the surrounding area. Look for incoming attacks that might indicate his position, then track him down and continue the fight.

Challenge 5: Civilian Peril

To complete this challenge, you must Rescue three civilians scattered around the level.

Note

This challenge can be completed only during Free Play.

After you unlock Jean Grey, use her to help complete this challenge during Free Play. When the level starts, smash the nearby crates to rescue the first civilian.

After you defeat the Leader, move to the steps that lead to the large security door. Defeat the three security bots to the left to rescue the second civilian.

The third civilian is hidden near the generator. When you reach this area, face the debris to the right, then use Jean Grey's telekinesis to rescue the civilian trapped behind it.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat 20 prisoners before you finish the level.

The level contains more than enough prisoners, so just clear them out as you move through each area. If you're thorough, you should complete the challenge before you reach the walkway above the generator.

Challenge 7: Combo Master

To complete this challenge, you must perform a +10 combo.

Iron Man's ranged attack makes it very easy to complete this challenge whenever you encounter a group of enemies. If you haven't earned your combo by the time you unlock the security door, do so on the enemies that step off the lift. Pepper the enemies with a few ranged hits to keep them from attacking as you build up your combo.

Challenge 8: Alternate Hero

To complete this challenge, you must finish the level as Deadpool.

Note

This challenge can be completed only during Free Play.

After you unlock Deadpool, revisit this level during Free Play. Deadpool is more than capable of completing the level on his own, but you're free to switch to Iron Man as you move through the area. As long as you're playing as Deadpool when you finish the level, you'll complete the challenge.

Challenge 9: Flush It

To complete this challenge, you must destroy the four toilets located in the cells along the upper walkway.

After you assemble the fan and float to the upper walkway, move left and smash the toilets in the nearby cells. Each of the four cells contains a toilet, so just blast each one as you move along the path.

Challenge 10: Multi-Challenge

To complete this challenge, you must use Super Moves to defeat at least four enemies, avoid taking any damage, and complete the level within the 120-second time limit.

It's important to move quickly, but make sure that you collect the loose studs scattered throughout the level. You should plan on using at least two Super Moves, so it's best to start charging them early.

The trickiest part of this challenge is likely to be getting past the Leader without taking damage. When the battle starts, you'll have to avoid a variety of projectiles. Clear out the weaker prisoners as quickly as possible to reduce the number of incoming attacks. As you do, keep one eye on the Leader to anticipate his telekinetic throws. Use the Dodge move to evade all incoming attacks until you manage to destroy the Leader's shield, once you do, dash past the leader to skip the rest of the encounter.

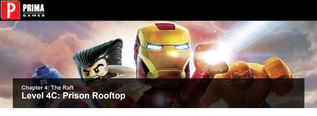
Hurry along the main path until you reach the first large prisoner. Don't engage this enemy. Instead, race past him and destroy the red control box, then dash out of the enemy's range until the bars drop out of your path. When it's clear, dash around the large prisoner and continue to the next area.

By the time you construct the fan, you should have at least one Super Move charged. Use it to defeat the prisoners that drop into the area before you float up to the walkway. Grab any studs that you earned during your attack to begin charging the next Super Move.

Clear out the enemies at the end of the walkway and activate the security door. Fly off the walkway and head straight for the lift. Between the available enemies and loose studs, it shouldn't take long to charge a second Super Move. If needed, land and use a Super Move to defeat the enemies that emerge from the lift. Otherwise, fly past them and land on the red button to finish the level before time runs out.

Note

After you complete this challenge, Iron Man (Heartbreaker) can be purchased for 12,500 studs.



Chapter 4: The Raft
Level 4C: Prison Rooftop

Story Characters

- Hulk
- Wolverine

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, ignore the timed challenges. Focus on completing **Finish Line**, **Stud Collector**, **Clean Sweep**, **Going Pro**, and **Rooftop Ruckus**.
2. Playthrough 2: During your second playthrough, try to complete **An Abomination!** and the **Multi-Challenge** in a single attempt.
3. Playthrough 3: Revisit the level as Spider-Man to complete **Excelsior!**
4. Playthrough 4: Revisit the level as Mister Fantastic to complete the **Minikit** challenge.
5. Playthrough 5: Revisit the level as Bruce Banner to complete **Alternate Hero**.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Prison Rooftop Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Spider-Man (Future Foundation)	Story
	Stud Collector	Collect over 10,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Free Play
	An Abomination!	Defeat the Abomination in 130 seconds or less	None	Story
	Excelsior!	Find and rescue Stan Lee	None	Free Play
	Clean Sweep	Defeat 20 enemies	None	Story
	Going Pro	Clear the level without using a Super Move	None	Story
	Alternate Hero	Complete the level using Bruce Banner	None	Free Play (Recommended)
	Rooftop Ruckus	Destroy all rooftop objects	None	Story
	Multi-Challenge	Finish the level in 130 seconds; Defeat 3 enemies using Super Moves; Throw all air conditioning units	Hulk (Minifig)	Story

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

When the level starts, the Abomination grabs a weapon and begins swinging it around in a large circle. Keep your distance while the weapon is in motion. Search the area for studs, breakable objects, and the additional enemies that appear throughout the battle.

Tip

The Abomination doesn't move from this spot until half of his health is gone. If you like, you can use this time to complete additional challenges.

When the Abomination slams the weapon into the ground, run in and attack with a series of melee strikes.

When the Abomination hunches over and starts glowing, it means he's charging a powerful area attack. Retreat to the edge of the area to escape the shock wave and wait for your next chance to attack.

After the area attack, the Abomination resumes swinging his weapon. Keep your distance and try to defeat any prisoners that may have appeared on the map. When the Abomination slams the weapon into the ground, run in and deliver a series of melee attacks, then retreat to a safe distance when the Abomination begins to glow. Repeat the process until the battle's next phase begins.

Once you've depleted about half of the Abomination's health, he drops his weapon and begins chasing you around the area. Dodge his attacks until you've taken care of any nearby prisoners. Whenever possible, throw the prisoners at the Abomination to interrupt his attacks.

When the area is clear of smaller enemies, hit the Abomination with a series of melee strikes. When he begins blocking the strikes, stop attacking and stand directly in front of him. When you see the Abomination cock back his fist, hit him with another melee combo to deal heavy damage.

Use this tactic for the duration of the battle. Simply counter the Abomination's attacks until you finish the level.

Note

After you complete this challenge, Spider-Man (Future Foundation) can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 10,000 studs before the level ends.

This level contains plenty of enemies, loose studs, and breakable objects. Before you attack the Abomination, sweep the area for studs, and counter a few enemy attacks to ensure that you complete the challenge before you engage the Abomination.

Tip

If your version of the game doesn't reward counter attacks, you'll have to complete this challenge during Free Play. Use a flying character or Mister Fantastic to collect the studs on the ledge near the back wall.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, use Mister Fantastic to collect the minikit. When the battle starts, locate the vent toward the back wall. Destroy the objects blocking your path, then slip through the vent.

When you emerge, collect the minikit from the hidden platform.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: An Abomination!

To complete this challenge, you must defeat the Abomination within the 130-second time limit.

Once you're familiar with the encounter, you shouldn't have any trouble completing it within the time limit. Use the same basic tactics, and make sure you attack at every opportunity. Hulk's powerful melee combos are a bit slow, so stick to throws when you're forced to quickly clear a wave of prisoners. If needed, use a Tag Move or a Super Move to speed up the process.

Challenge 5: Excelsior!

To complete this challenge, you must find and rescue Stan Lee.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, use Spider-Man to reach Stan Lee. When the level starts, activate Spider-Man's flight mode (web swinging) and move to the ledge along the back wall. Drop down on the ledge and use the climbing wall to reach a hidden platform.

When you reach the end of the climbing wall, deal with the waiting prisoners, then use Spider-Man's Grab move to open the nearby cell and free Stan Lee.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat 20 prisoners before the level ends.

While the Abomination is wielding his weapon, new prisoners enter the area every few seconds. To ensure that you complete this challenge, simply prolong the battle's first phase until you've defeated 20 prisoners. Circle the area to spot new arrivals as quickly as possible.

Challenge 7: Going Pro

To complete this challenge, you must finish the level without using a Super Move.

Avoid the urge to use Super Moves by utilizing properly timed counterattacks. Throw prisoners at other nearby enemies to avoid being overwhelmed, and interrupt each of the Abomination's attacks to keep yourself healthy for the duration of the battle.

Challenge 8: Alternate Hero

To complete this challenge, you must finish the level while playing as Bruce Banner.

Note

This challenge can be completed during Story mode, but it's a bit safer to do so during Free Play.

After you unlock Bruce Banner, use him to complete this challenge during Free Play. Aside from throwing prisoners, Bruce Banner is capable of utilizing the same tactics as the Hulk—however, his melee strikes aren't nearly as powerful. To speed up the process, use the Hulk to wear down the Abomination, then switch to Bruce Banner and deliver the final blows. Counter each of the Abomination's attacks until you finish the level.

Tip

To complete this level during Story mode, you must intentionally take damage until Hulk reverts to Bruce Banner. This method is a bit riskier, but you'll complete the challenge if you manage to finish the level in this weakened state.

Challenge 9: Rooftop Ruckus

To complete this challenge, you must destroy 28 breakable objects before you finish the level.

The safest way to complete this challenge is to destroy all the available objects before you engage the Abomination. Watch for the progress notification that appears as you destroy each object, and make sure you've completed the challenge before you defeat the Abomination.

Challenge 10: Multi-Challenge

To complete this challenge, you must use one or more Super Moves to defeat at least three enemies, throw each of the three air conditioning units, and finish the level within the 130-second time limit.

When the level starts, dash past the Abomination and throw the three air conditioning units, one at a time. This ensures that none of these important objects will be accidentally destroyed during the battle.

Caution

Take care not to throw one air conditioning unit into another—you need to grab and throw each of them separately to complete this objective.

Once you've dealt with the air conditioning units, gather studs to charge a Super Move. Attack the Abomination whenever he's vulnerable, but try to avoid defeating any prisoners as you smash objects and collect studs. When your Super Move is charge, lure at least three prisoners into a small area and unleash Hulk's area attack Super Move (Clap) so that the shock wave hits all nearby enemies. If possible, try to perform the attack within range of the Abomination.

With two objectives out of the way, you now just need to beat the clock. Counter each of the Abomination's attacks to defeat him within the allotted time.

Note

After you complete this challenge, Hulk (Minifig) can be purchased for 12,500 studs.

Chapter 6: Hydra Base

Level 6A: Underground Foundations

Story Characters

- Black Widow

- Captain America

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, ignore the timed challenges. Try to complete **Finish Line**, **Stud Collector**, **Minikit**, **Clean Sweep**, **Combo Master**, **KABOOM!**, and **Going Pro**.
2. Playthrough 2: Revisit the level to complete **Heavy Metal**.
3. Playthrough 3: After you unlock Free Play, use a civilian to complete the **Multi-Challenge**.
4. Playthrough 4: After you unlock Jean Grey, revisit this level to complete **Civilian Peril** during Free Play.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Underground Foundations Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Captain America (WW2)	Story
	Stud Collector	Collect over 50,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Story
	Heavy Metal	Defeat Hydra heavy goon in 90 seconds or less	None	Story
	Civilian Peril	Rescue 2 civilians	None	Free Play
	Clean Sweep	Defeat all 25 enemies	None	Story
	Combo Master	Perform a ×10 combo	None	Story
	KABOOM!	Defeat the barrel-throwing Hydra Heavy Goon using his own barrel	None	Story
	Going Pro	Clear the level without using a Super Move	None	Story
	Multi-Challenge	Finish the level in 100 seconds; Complete level as a civilian; Complete the level without taking any damage	Wolverine (Days of Future Past)	Free Play

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

When the level starts, follow the walkway and clear out the enemies just around the corner. As you do, make sure you stay away from any explosive barrels that are triggered during the fight.

Destroy the terminal located just past the first group of enemies to drop the lift down to your position. Search the area for studs and breakable objects, then use the lift to ride up to the next walkway.

When the lift stops, clear the enemies from the walkway and dash away from the exploding barrel that drops into the area. When you're ready, move toward the bottom of the screen and assemble the Build-it at the end of the lift. When the lever is in place, use it to activate the nearby gears.

Climb onto the nearest gear and ride up to the next floor. Make sure you hop off before you get crushed in the mechanism. If you like, search the platform near the top of the screen to find some enemies, studs, and breakable items. Otherwise, move straight to the platform near the bottom of the screen to progress through the level. Deal with the waiting enemy, then follow the ramp down to the next area.

As you deal with the enemies along the main path, pay attention to the red valve handles and explosive barrels located among the large pipes. Destroying these objects can result in devastating chain reactions. You can use this to your advantage, but make sure that you don't get caught in accidental blasts.

Clear out all the Hydra goons as you continue along the main path. Dodge incoming projectiles, and keep your distance from any explosive barrels. Be particularly careful when you deal with the enemies on the small lift—it drops through the floor when the nearby control box is damaged.

As you approach the far end of the map, a cinematic shows a Hydra heavy goon lift a container above his head. When you see this, prepare for the impending attack. Either move toward the top of the screen to avoid the container when it comes bouncing down the path, or stand your ground and shoot the container to send it flying back into the heavy goon.

Clear out any remaining enemies, then locate the forklift near the end of the map. Use the nearby Build-it to repair the forklift and send it crashing into the nearby hatch. When you're ready, head through the open hatch to finish the level.

> **Note**
>
> After you complete this challenge, Captain America (WW2) can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 50,000 studs before the level ends.

This map contains loads of studs and breakable objects, but it can still be difficult to meet the stud requirement without making a little extra effort. Look for the destructible wall panels scattered throughout the level to find a few valuable stud stashes.

If you're unable to find the required studs during Story mode, complete the challenge during Free Play. Use Spider-Man to collect the purple stud at the end of the climbing wall.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

Follow the main path until you reach the bottom of the ramp, then locate the destructible wall panels along the back wall.

Smash the panels to reveal a stash of studs and this level's minikit.

> **Note**
>
> After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Heavy Metal

To complete this challenge, you must defeat the Hydra heavy goon within the 90-second time limit.

The simplest way to beat the clock is to race along the main path and counter the heavy goon's initial attack. However, as long as you move quickly, you should have plenty of time to defeat the Hydra heavy goon using any tactics you like.

Challenge 5: Civilian Peril

To complete this challenge, you must rescue two civilians before you complete the level.

> **Note**
>
> This challenge can be completed only during Free Play.

Both civilians are in the cell near the bottom of the ramp. After you unlock Jean Grey, revisit this level during Free Play. Follow the main path until you reach the bottom of the ramp, then defeat the Hydra goon near the wall to the right. When it's safe, use Jean Grey's telekinesis to move the bars and rescue both of the civilians.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat all 25 of the Hydra goons scattered throughout the level.

Most of the enemies are located along the main path, but there are a few Hydra goons you may miss if you rush through the level. When you ride the lift near the starting location, move toward the top of the screen and make sure that you deal with the goons that leap out of the large hatch. Attack them directly, or destroy the nearby terminal to bring the hatch crashing down onto them.

After you ride the large gear, search the platform near the top of the screen to find two more hidden enemies. Make sure you deal with them before you return to the main path.

The remaining Hydra goons are scattered along the main path. Make a thorough sweep of each area to ensure that you clear out all available enemies on your way through the level. You should have defeated 23 enemies by the time you reach the end of the map. You automatically defeat the last two enemies when you send the forklift smashing through the exit.

Challenge 7: Combo Master

To complete this challenge, you must perform a ×10 combo.

Black Widow's ranged attack is great for building huge combos. Find any cluster of two or more Hydra goons and fire a steady stream of ranged attacks to earn your combo. As you do, alternate your attacks between each enemy to prevent them from charging their weapons.

Challenge 8: KABOOM!

To complete this challenge, you must defeat the Hydra heavy goon by hitting him with the container he throws at you.

When the Hydra heavy goon throws the container, use ranged attacks to blast the container back to him. Stand on the metal grating to ensure that you're in the proper position, then fire a steady stream of ranged attacks until the container bounces into range. Shoot the container before it reaches you to send it flying back to the Hydra heavy goon.

Challenge 9: Going Pro

To complete this challenge, you must finish the level without using a Super Move.

Black Widow's rapid-fire ranged attacks are more than a match for any number of Hydra Goons. Simply refrain from using Super Moves to complete this challenge.

Challenge 10: Multi-Challenge

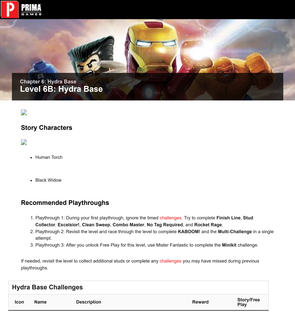
To complete this challenge, you must not only avoid taking damage for the duration of the level, you must also use a civilian to finish the level within the 100-second time limit.

> **Note**
>
> This challenge can be completed only during Free Play.

After you unlock Free Play for this level, use any available civilian character to revisit the map. To stay ahead of the clock, it's best to avoid all unnecessary combat. Keep your distance from explosive barrels to stay healthy as you race through the level.

You're free to switch to Black Widow as you progress through the level—just make sure that you're playing as your civilian character when you finish the level.

> **Note**
>
> After you complete this challenge, Wolverine (Days of Future Past) can be purchased for 12,500 studs.



Chapter 6: Hydra Base

Level 6B: Hydra Base

Story Characters

- Human Torch

- Black Widow

Recommended Playthroughs

1. *Playthrough 1:* During your first playthrough, ignore the timed challenges. Try to complete **Finish Line**, **Stud Collector**, **Excelsior!**, **Clean Sweep**, **Combo Master**, **No Tag Required**, and **Rocket Rage**.
2. *Playthrough 2:* Revisit the level and race through the level to complete **KABOOM!** and the **Multi-Challenge** in a single attempt.
3. *Playthrough 3:* After you unlock Free Play for this level, use Mister Fantastic to complete the **Minikit** challenge.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Hydra Base Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Human Torch	Story
	Stud Collector	Collect over 50,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Free Play
	KABOOM!	Defeat both Hydra heavy goons in 90 Seconds or less	None	Story
	Excelsior!	Find and rescue Stan Lee	None	Story
	Clean Sweep	Defeat all 22 enemies	None	Story
	Combo Master	Perform a +10 combo	None	Story
	No Tag Required	Beat the level without using a Tag partner	None	Story
	Rocket Rage	Destroy all the Hydra rockets	None	Story
	Multi-Challenge	Finish the level in 100 seconds; Complete the level without taking any damage; Clear the level without using a Super Move	Scarlet Spider (Classic)	Story

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

The level's starting area is packed with enemies, destructible objects, and key elements of multiple challenges. It can be very helpful to make a full sweep of the area. The Human Torch's flight mode makes it very tempting to zip around the level. However, you'll want to deal with the turret at the center of the area before you wander off the main path. After you clear out the first group of enemies, climb up the steps located near the top of the screen.

Clear out the enemies along the edge of the area, and as you do, take care to dodge incoming attacks and keep your distance from any exploding barrels.

As you approach the next corner, look for the steps leading down to the platform near the center of the room. If you intend to fully explore the starting area, head down the steps to find the large turret and some Hydra Goons. Otherwise, follow the main path along the edge of the area.

If you opt to destroy the turret, activate the Human Torch's flight mode and use ranged attacks to blast the weapon. As the turret rotates toward you, use the Dodge move to dash behind it and resume your attacks. Once you've defeated the turret, you're free to fly around and explore the starting area. If the turret lands a successful hit, it can knock you straight into the lava. Make sure that you stay out of the weapon's line of fire.

Tip

If you prefer a less dangerous tactic, land near the turret and use a Super Move to quickly destroy the weapon.

When you're finished exploring the starting area, move to the lift on the far side of the room. When you approach the lift, a Hydra goon drops down from the walkway above you. Deal with this enemy, then ride the lift up to the next area.

When the lift stops, clear out the nearby enemies and search the area. When you're ready, follow the main path to find the level's first Hydra heavy goon. If the heavy goon charges, slip behind him and strike the tank on his back. Otherwise, just blast him with a series of ranged attacks until you defeat him.

The lever just past the first heavy goon is used to activate one of the Hydra rockets. Unless you're working on the related challenge, you're free to ignore the lever and continue along the main path. If you prefer, simply clear out the remaining enemies as you follow the path toward the end of the map.

As you approach the end of the path, you pass by one of the map's Hydra rockets. The nearby Build-it is used to create a switch. Unless you intend to destroy the Hydra rocket, you can skip this Build-it and head straight for the enemies at the end of the path.

Defeat the Hydra goon and the heavy goon near the end of the path, then use the Build-it near the steps to assemble a lever. Pull the lever to open the nearby door, then climb the steps to finish the level.

Note

After you complete this challenge, the Human Torch can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 50,000 studs before the level ends.

This level is packed with enemies, breakable objects, and some very valuable loose studs. As long as you're thorough, you should be able to complete this challenge before you finish the level. Make sure to destroy the turret in the starting area. This not only reveals the studs hidden beneath the weapon, it also allows you to safely collect the studs that are floating above the lava.

Tip

If you're playing the Nintendo 3DS version of the game, remember that you can earn bonus studs by countering enemy attacks.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

Note

This mission can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map with Mister Fantastic. Follow the main path around the edge of the starting area to find a vent in the corner. Use Mister Fantastic to slip through the vent.

When you arrive on the hidden platform, collect the nearby minikit and head back through the vent.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: KABOOM!

To complete this challenge, you must defeat two Hydra heavy goons within the 90-second time limit.

When the level starts, activate the Human Torch's flight mode and move toward the bottom of the screen. Ignore the Hydra goons and follow the path around the edge of the starting area to stay out of the turret's attack range. When you reach the lift, land on the switch and defend yourself from any incoming attacks.

When you reach the top of the lift, defeat the nearby enemies, then follow the main path to the first Hydra heavy goon. If the heavy goon charges, slip behind him and strike the tank on his back. Otherwise, just hit him with a series of ranged attacks until you defeat him.

If you're low on time, use the Human Torch's flight mode to bypass the smaller goons. Otherwise, consider clearing them out to prevent them from attacking. Follow the path until you reach the remaining heavy goon, then defeat him within the allotted time.

Challenge 5: Excelsior!

To complete this challenge, you must find and rescue Stan Lee.

When the level starts, fly toward the bottom of the screen and land on the raised walkway along the edge of the area. Follow the walkway until you find the crane holding Stan Lee. Assemble the nearby Build-it to create a lever, then activate the lever to rescue Stan Lee.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat 22 Hydra goons before you finish the level.

The Hydra goons are scattered throughout the level, so make sure that you explore the entire starting area before you activate the lift. After you defeat the first two enemies, move toward the bottom of the screen to find a goon lurking near the raised walkway.

A couple of enemies are guarding the turret. Remember to deal with them before you leave the area.

Once you've cleared the starting area, move on and defeat the goons near the top of the lift. Once you've done that, simply follow the main path and clear out all the enemies you encounter on your way through the level.

Challenge 7: Combo Master

To complete this challenge, you must perform a +10 combo.

The Human Torch's ranged attack makes it very easy to complete this challenge any time you find two or more enemies standing near each other. Simply fire a steady stream of ranged attacks into the enemies until you complete the challenge.

Challenge 8: No Tag Required

To complete this challenge, you must finish the level without calling on your Tag partner.

The Human Torch is more than capable of handling the enemies on this map. Refrain from using any Tag Moves until you finish the map.

Challenge 9: Rocket Rage

To complete this level, you must destroy the three Hydra rockets scattered throughout the level.

The first Hydra rocket is hidden within the starting area. Before you can destroy it, you must raise it out of the floor. Follow the main path until you cross the first set of glowing cables. Move under the trail of floating studs and use the Human Torch's flight mode to reach the platform above you.

Assemble the Build-it on the platform, then pull each of the two levers to open the hatch near the turret.

Continue along the main path and use the lift to ride up to the walkway. After you deal with the waiting enemy, destroy the device mounted on the wall. When the nearby barrier lowers, use the switch in the chamber to raise the first Hydra rocket out of the floor.

Fly down to the Hydra rocket and deal with any nearby threats. When it's safe, use the Human Torch's ranged attack to destroy the rocket's exposed core.

Progress through the level until you defeat the first heavy goon. Check the area for additional enemies, then use the nearby lever to raise the second Hydra rocket through the gap in the walkway. Smash through the outer panels, then attack the rocket's core until it explodes.

Continue along the main path to find the Hydra rocket near the end of the level. Deal with the remaining enemies, then use the Build-it near the rocket to assemble a switch. Stand on the switch to expose a large generator, then hit the generator with a few ranged attacks to destroy the final Hydra rocket.

Challenge 10: Multi-Challenge

To complete this challenge, you must avoid taking any damage, refrain from using Super Moves, and complete the level within the 100-second time limit.

The best way to save time and avoid damage is to fly through most of the level. If you move quickly, you'll be out of range by the time most goons notice you. Still, it's important to keep an eye out for incoming projectiles. Above all, avoid moving in and out of flight mode when enemies are nearby—you won't be able to dodge incoming attacks as you take off or land.

Race toward the end of the level and find a switch to use as a last resort. Defeat the goons near the steps, then assemble a switch. Pull the switch and run up the steps to finish the level in the allotted time.

Note

After you complete this challenge, Scarlet Spider (Classic) can be purchased for 12,500 studs.

Chapter 6: Hydra Base

Level 6C: Portal Room

Story Characters

- Captain America
- Human Torch

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, ignore the timed challenges. Try to complete **Finish Line**, **Stud Collector**, **Tag Me In**, **Combo Master**, and **Great Power**.
2. Playthrough 2: Revisit the level and use what you've learned to complete **Absolute Power**, **Going Pro**, and the **Multi-Challenge** in a single playthrough.
3. Playthrough 3: After you unlock Free Play, use any flying character to complete **Minikit** and **Red Brick**.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Portal Room Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Norman Osborn	Story
	Stud Collector	Collect over 10,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Free Play
	Absolute Power	Defeat Red Skull in 180 seconds or less	None	Story
	Red Brick	Collect the Red Brick	+3 Super Move Slot	Free Play
	Going Pro	Clear the level without using a Super Move	None	Story
	Tag Me In	Defeat 2 enemies with Tag Moves	None	Story
	Combo Master	Perform a ×10 combo	None	Story
	Great Power	Defeat 5 enemies using Super Moves	None	Story
	Multi-Challenge	Finish the level in 180 seconds; Beat the level without a Tag partner; Take less than 5 hearts of damage	Captain Steve Rogers	

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

When the level starts, circle the room to collect studs and clear out the Hydra Goons located around the map. Defeat these weaker enemies until the Red Skull hops down from his platform and joins the battle.

When the Red Skull enters the battle, he siphons the energy from the portal to create an impenetrable shield. Before you can damage him, you must deactivate the portal. Circle the room to stay away from the Red Skull—try to use the portal device as cover from his attacks. As you do, use Captain America's ranged attack to hit each of the targets rotating around the portal.

Hit all eight targets to deactivate the portal. The Red Skull is no longer protected by his shield, but he can still block many of your attacks. To deal reliable damage, you must attack only when he's vulnerable. Keep your distance to bait him into drawing his energy rifle—the moment you see the Red Skull draw his weapon, hit him with a few ranged attacks until he starts defending himself.

In addition to his energy rifle, the Red Skull is equipped with explosive grenades. If you allow him to get close to you, he'll typically use these grenades to perform a powerful short-range attack. Dash away to get clear of the explosions, then keep your distance until he switches back to his energy rifle. Each time the Red Skull draws his rifle, hit him with a few more ranged attacks. Repeat the process until the Red Skull retreats.

Caution

The Red Skull's energy weapon doesn't glow before it fires. If you hear the weapon charge, attack immediately or dodge behind cover to avoid the incoming blast.

When you deplete all of the Red Skull's health, he flees the area and a new enemy enters the room. This Hydra goon is equipped with a flamethrower, so it's best to deal with him before he has a chance to attack. Hit him with a series of ranged attacks, or dash in close and overwhelm him with an extended melee combo. When you defeat this enemy, the Red Skull returns, calls two more flame-throwing goons to his side, and reactivates the portal.

Once again, the Red Skull uses the portal's energy to create an impenetrable shield. Circle the portal and hit each of the eight targets with a ranged attack. As you do, try to isolate and defeat the Hydra goons. Use the portal as cover from incoming ranged attacks while you defeat the weaker enemies.

Once you've deactivated the portal and defeated the flame-throwing Hydra goons, use the established tactics to damage the Red Skull. Keep your distance to lure him into drawing his energy rifle, then hit him with a few ranged attacks. Stay clear of any grenades, and continue to damage the Red Skull until you defeat him.

Note

After you complete this challenge, Norman Osborn can be purchased for 5,000 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 10,000 studs before the level ends.

This map contains more than enough enemies, breakable objects, and loose studs to complete this challenge. Make a full sweep of the area before you draw the Red Skull into the fight.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, select any flying character and revisit the map. When the level starts, activate flight mode to find the minikit floating high above the room's entrance.

Smash the large pipe on the ledge, then step onto the rising steam to float up and collect the minikit.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Absolute Power

To complete this challenge, you must defeat the Red Skull within the 180-second time limit.

As long as you stay focused on your task, you shouldn't have much trouble staying ahead of the clock. Move quickly to clear out weaker enemies and deactivate the portal. You want to lure the Red Skull into equipping his energy rifle as often as possible. Keep your distance, and avoid attacking him while he's blocking.

Challenge 5: Red Brick

To complete this challenge, you must collect this level's Red Brick.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, select any flying character and revisit the map. The Red Brick appears only during the battle's final phase. After the Red Skull jumps down from his ledge, fly up to the ledge to find the Red Brick.

Note

After you collect this level's Red Brick, you can purchase the +3 Super Move Slot Red Brick for 17,500 studs.

Challenge 6: Going Pro

To complete this challenge, you must finish the level without using a Super Move.

Captain America's standard attacks are more than enough to overcome the enemies you'll face. Simply refrain from using Super Moves for the duration of the battle.

Challenge 7: Tag Me In

To complete this challenge, you must use one or more Tag Moves to defeat at least two enemies.

Try to complete this challenge before the Red Skull enters the battle. Lure a few Hydra goons into a small area, then hit them with a Tag Move. If you don't complete the challenge on your first attempt, dodge incoming attacks until your Tag Move recharges.

Challenge 8: Combo Master

To complete this challenge, you must perform a ×10 combo.

During Story mode, it's best to complete this challenge when the first flame-throwing Hydra goon enters the room. Dash over and hit him with a flurry of melee strikes. If all of your hits land, you should complete your combo just as you defeat this enemy.

Challenge 9: Great Power

To complete this challenge, you must use one or more Super Moves to defeat at least five enemies.

It's best to complete this challenge before the Red Skull enters the battle. When the level starts, ignore the Hydra goons and search the area for studs and breakable objects. Once you've charged at least one Super Move, gather a few enemies and use a Super Move to defeat the entire group. Repeat the process until you complete the challenge.

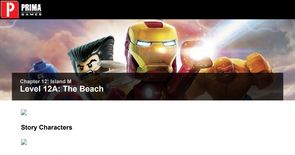
Challenge 10: Multi-Challenge

To complete this challenge, you must take less than two hearts of damage, avoid calling on your Tag partner, and finish the level within the 180-second time limit.

Avoiding damage is likely to be the most difficult part of completing this challenge—particularly during the battle's final phase. Focus on the Red Skull, but make sure that you keep track of any remaining goons. Attack at every opportunity, but be prepared to abandon a combo to dash away from approaching threats. Stay healthy, refrain from calling on your Tag partner, and move quickly to finish the level within the allotted time.

Note

After you complete this challenge, Captain Steve Rogers can be purchased for 12,500 studs.



Chapter 12: Island M

Level 12A: The Beach

Story Characters

- Captain America
- The Thing

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, try to complete **Finish Line**, **Stud Collector**, **Clean Sweep**, and **Combo Master**.
2. Playthrough 2: During your second playthrough, try to complete **Island Life** and the **Multi-Challenge**.
3. Playthrough 3: After you unlock Free Play for this level, revisit the level as Iron Man to complete **Minikit**, **It's a Buoy!**, and **Fourth Wall**.
4. Playthrough 4: Revisit the level as Dark Phoenix to complete **Civilian Peril** during Free Play.

If needed, revisit the level to collect additional studs or complete any challenges you have missed during previous playthroughs.

The Jungle Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Green Goblin	Story
	Stud Collector	Collect over 10,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Free Play
	Island Life	Complete the area in 130 seconds or less	None	Story
	Civilian Peril	Rescue all 3 civilians	None	Free Play
	Clean Sweep	Defeat all 27 enemies	None	Story
	Combo Master	Perform a +10 combo	None	Story
	It's a Buoy!	Destroy all buoy turrets	None	Free Play
	Fourth Wall	Find Deadpool	None	Free Play
	Multi-Challenge	Finish the level in 130 seconds; Take less than 5 hearts of damage; Defeat 5 enemies using Captain America's shield throw	Pepper Potts (Rescue)	Story

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

When the level starts, clear out the Brotherhood mutants to the right.

In addition to the smaller enemies, there's a Brotherhood heavy mutant buried beneath the sand. This enemy appears when you smash the overturned sand pail, so make sure that you're ready to face him before you destroy this object. When it's safe, search the beach for studs and breakable objects.

Tip

You can destroy the rafts floating near the beach, but stay out of the water. If you move past the foam at the edge of the water, you'll instantly lose all of your hearts.

Smash the objects blocking the main path, then move toward the next area until you see Magneto send a pulse through some wreckage of a crashed plane. When Magneto flies away, run back to the sand to avoid the piece of wreckage that comes rolling down the hill. When the wreckage crashes into the rocks, it becomes a Build-it. Use the Build-it to assemble a jet engine.

When you finish building the jet engine, it slides back up the hill and clears the main path. Defeat the enemies that appear along the path until you reach a Brotherhood heavy mutant near the wrecked plane's flaming wing. Keep your distance from the LEGO fires as you clear out the nearby enemies.

When it's safe, use Captain America's ranged attack to destroy both of the engines mounted under the wing. When the wing collapses, it extinguishes the LEGO fires.

Cross over the wing and follow the path until you reach a watchtower. Destroy the watchtower to drop a makeshift bridge onto the nearby ledge, then follow the path to the next area.

Defeat the Brotherhood mutants lurking in the next area and follow the main path until you find Magneto standing on a wrecked ship. Magneto lifts a crane into the air and more Brotherhood mutants drop into the area. As you deal with these enemies, the crane hovers around the area. Watch the crane's shadow to help determine its exact location. As the crane moves toward you, dash away to avoid being crushed.

Continue to defeat the Brotherhood mutants until Magneto drops the crane and leaves the area. Use the Build-it left by the crane to assemble a ramp.

When you're ready, head up the ramp and defeat the Brotherhood heavy mutant waiting on the wrecked ship.

Search the area for any remaining studs and objects. When you're ready, go up the ship's toppled smokestack and follow the trail of studs to finish the level.

Note

After you complete this challenge, Green Goblin can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 10,000 studs before the level ends.

This level is packed with enemies, breakable objects, and loose studs. If you make a full search of each area, you'll collect more than enough studs to complete this challenge.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as Iron Man. After you defeat the Brotherhood mutants near the wrecked ship, use Iron Man's ranged attack to blast through the ship's silver LEGO panel.

Head into the ship, then destroy the nearby objects to clear a path to the minikit.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Island Life

To complete this challenge, you must finish the level within the 130-second time limit.

Try to avoid unnecessary combat as you race through the level. If you can destroy an obstacle or assemble a Build-it without interruption, it's usually best to ignore the enemies in the first half of the level.

You must defeat the enemies near the wrecked ship before you can reach the end of the map. Captain America's standard attacks should be enough to clear the area quickly, but don't hesitate to utilize a Super Move or a Tag Move if you spot any closely grouped enemies. When the area is clear, assemble the ramp, dash past the Brotherhood heavy mutant, and finish the level within the allotted time.

Challenge 5: Civilian Peril

To complete this challenge, you must rescue the three civilians scattered across the map.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as Dark Phoenix. The first civilian is located near the helipad out in the ocean. Activate Dark Phoenix's flight mode, then fly over the water to find the helipad near the edge of the map. When you locate the civilian, land on the nearby ledge and use telekinesis to rescue her.

The second civilian is floating near the base of the waterfall. As you follow the main path toward the wrecked plane's burning wing. Look for the crumbling remains of a watchtower just off the main path.

Clear the debris from the ledge, then approach the civilian and use telekinesis to lift her out of the water.

The third civilian is near the end of the level. Move to the end of the narrow ledge that runs below the wrecked ship, then use telekinesis to rescue the civilian below you.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat 27 Brotherhood mutants before you finish the level.

Most of the Brotherhood mutants will attack you as you follow the main path. There are few that are easy to miss, however, so be sure to make a full sweep of each area as you move through the map. Before you leave the beach at the start of the level, search the coastline and defeat the enemies that leap out of the water.

Clear out the enemies that appear along the main path, and make sure you don't slip past any of the major obstacles until you defeat all of the nearby Brotherhood mutants. Before you finish the level, check the narrow ledge that runs below the wrecked ship to find two hidden enemies. Once you've completed the challenge, follow the path to the end of the map.

Challenge 7: Combo Master

To complete this challenge, you must perform a + 10 combo.

You can complete this challenge anytime you find at least two Brotherhood mutants in a single area. Use melee combo to defeat one enemy, then dash to a nearby Brotherhood mutant and chain your attacks to finish your +10 combo.

Challenge 8: It's a Buoy!

To complete this challenge, you must destroy all five of the buoy turrets scattered across the map.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, use any flying character to destroy the five buoy turrets floating in the ocean. Three of the buoys are fairly close to the island, and if you follow the edge of the island, you shouldn't have any trouble finding them near the rocks. Use ranged attacks to destroy each buoy turret before it has a chance to fire.

The two remaining buoy turrets can be a little tougher to spot. If you can't find them, fly out to the civilian near the helipad, then circle the area to the left. Destroy all five of the buoy turrets to complete the challenge.

Tip

Depending on your chosen character, a single ranged attack may take out the turret while leaving the buoy intact. Make sure you destroy the entire buoy before you move on.

Challenge 9: Fourth Wall

To complete this challenge, you must find Deadpool before you finish the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map with any flying character. Fly out to the helipad near the corner of the map, then destroy the large container to find Deadpool.

Challenge 10: Multi-Challenge

To complete this challenge, you must take less than five hearts of damage, use Captain America's ranged attack to defeat five enemies, and finish the level within the 130-second time limit.

To stay ahead of the clock, try to ignore the enemies you encounter in the first half of the map. If needed, use a Tag Move to help gain a little breathing room while you're assembling a Build-it or destroying an obstacle.

When you reach the wrecked ship, use Captain America's ranged attack (shield throw) to defeat the Brotherhood mutants that appear in the area. Avoid Magneto's hovering crane, and try not to use any melee attacks, Super Moves, or Tag Moves until you've used Captain America's ranged attack to defeat at least five enemies. Stay healthy and finish the level within the allotted time to complete the challenge.

Note

After you complete this challenge, Pepper Potts (Rescue) can be purchased for 12,500 studs.

Chapter 12: Island M

Level 12B: The Jungle

Story Characters

- The Thing
- Captain America

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, try to complete **Finish Line**, **Stud Collector**, **Power Drain**, **Tower of Boom!**, and **Great Power**.
2. Playthrough 2: After you unlock Free Play, revisit the level as Iron Man and complete **Minikit**, **Excelsior!**, **Clean Sweep**, and **Combo Master**.
3. Playthrough 3: Revisit the level as a civilian character to complete the **Multi-Challenge** during Free Play.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

The Jungle Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Pyro	Story
	Stud Collector	Collect over 35,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Free Play
	Power Drain	Destroy both generators in 120 seconds or less	None	Story
	Excelsior!	Find and rescue Stan Lee	None	Free Play
	Clean Sweep	Defeat all 28 enemies	None	Free Play
	Combo Master	Perform a x10 combo	None	Free Play (Recommended)

	Towers of Boom!	Destroy all watchtowers	None	Story
	Great Power	Defeat 5 enemies using Super Moves	None	Story
	Multi-Challenge	Finish the level in 100 seconds; Take less than 5 hearts of damage; Finish the level as a civilian	Green Goblin (Demogoblin)	Free Play

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

Defeat the Brotherhood mutants that appear at the starting location, then clear the fallen tree from the path.

Tip

The main path is littered with large breakable objects. Smash these obstacles with melee strikes, or use the Thing's Grab move to toss them out of your path.

An energy barrier prevents you from leaving the area. Defeat the Brotherhood mutants that appear near the barrier, then destroy the generator at the far edge of the area. When you do, the barrier switches off and you're free to continue.

There's a piece of wreckage resting on the watchtower to the left. Destroy the watchtower to drop the wreckage into place, then follow the path across this makeshift bridge and continue toward the next area.

Tip

If you're trying to complete **Power Drain**, avoid searching for extra studs until you destroy the second generator. You can return and make a full sweep of the starting area after you complete the challenge.

As you approach the next area, Magneto drops a large container into your path. Defeat the raptor that emerges from the container, then clear the obstacle from your path.

Tip

Raptors use melee attacks to deal heavy damage. Each time you encounter a raptor, try to defeat it before it has a chance to pounce.

The next area contains another energy barrier. As you follow the path around the outside of the barrier, defeat the raptors that emerge from the nearby containers. Destroy the watchtower and the container at the far edge of the area. When the path is clear, slip through the gap and defeat the raptor on the other side of the barrier.

When it's safe, destroy the nearby generator to deactivate the barrier.

As you search for studs and breakable objects, defeat any raptors that emerge from the cave to the left.

When you're ready, continue along the main path to find another group of enemies. Use the Thing's Grab move to quickly defeat each of the smaller enemies, before you deal with the Brotherhood heavy mutant.

The path leads across a bridge near the waterfall. If you have any unfinished business in the earlier areas, head back and take care of it now. When you're ready, run onto the bridge.

As soon as you step onto the bridge, Magneto appears, lifts the bridge into the air, and blocks the path back to the earlier areas. Destroy the objects on the bridge to clear a path to the next ledge. Every few seconds, a section of the bridge falls into the water below you. Smash your way to the ledge ahead of you before the bridge vanishes.

When you reach the end of the bridge, defeat the raptor that appears on the ledge. Destroy the nearby barricade, then continue along the path until you finish the level.

Note

After you complete this challenge, Pyro can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 35,000 studs before the level ends.

This level is packed with enemies and breakable objects. Make a full sweep of each area to ensure that you collect the required studs. Remember to destroy the smaller objects like plants, barricades, and the posts that run along each of the energy barriers. If needed, counter a few enemy attacks to earn some extra studs.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as Iron Man. When you reach the second generator, look for the silver LEGO planks mounted behind the nearby watchtower.

Smash the watchtower, then use Iron Man's ranged attacks to destroy the silver LEGO planks and reveal the minikit.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Power Drain

To complete this challenge, you must destroy both of the generators within the 120-second time limit.

The time limit for this challenge is fairly generous, so feel free to defeat the enemies you encounter in each area. Just avoid searching for extra studs and breakable objects until you've completed the challenge.

You shouldn't have any trouble reaching the second generator within the time limit. However, if you'd rather not clear the path around the second barrier, use the Thing's Grab move to hurl a large container over the barrier and into the generator.

Challenge 5: Excelsior!

To complete this challenge, you must find and rescue Stan Lee.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as any flying character. After you cross Magneto's bridge, fly over the massive roots near the raptor container.

Land in the small area below the roots to find Stan Lee trapped on another raptor container. Defeat the nearby raptors to rescue Stan Lee, then fly back to the main path.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat 28 enemies before you finish the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map with any flying character. Before you use flight mode to search for hard-to-reach enemies, follow the main path to ensure that you trigger all of the ambushes Magneto has prepared for you.

As you move through the map, make sure that you destroy all of the watchtowers scattered along the main path. If you're thorough, you should defeat 11 Brotherhood mutants before you encounter the first raptor.

To find all the raptors near the second generator, you must follow the path all the way around the energy barrier. If you use ranged attacks or thrown objects to destroy the generator from a distance, many of the raptors will fail to show themselves.

If you follow the main path, several raptors should burst out of the cave to the left of the second generator. After you clear the area, use flight mode to find a hidden watchtower above the raptor cave, make sure to defeat this enemy before you leave the area.

Note

The watchtower above the raptor cave does not need to be destroyed in order to complete the **Towers of Boom!** challenge.

Defeat the Brotherhood heavy mutant and the two smaller enemies you encounter on the way to the bridge, then cross the gap and defeat the raptor near the end of the level. To complete the challenge, use your flying character to find and defeat the two raptors near Stan Lee.

Challenge 7: Combo Master

To complete this challenge, you must perform a × 10 combo.

Note

Although it's possible to complete this challenge during Story mode, it's much easier to do so during Free Play.

It can be very difficult to chain the Thing's powerful melee attacks into an extended combo. It's much easier to revisit the map as a character with rapid-fire ranged attacks to complete this challenge during Free Play. Simply gather a small group of enemies and use a series of ranged attacks to build up a ×10 combo.

Challenge 8: Towers of Boom!

To complete this challenge, you must destroy four of the watchtowers scattered across the map.

There are four watchtowers along the main path. The first watchtower is located just past the first generator. You must destroy the watchtower before you can leave the area, so you're certain to find it.

The next watchtower is near the first raptor you encounter. After you defeat the raptor, look for the watchtower to the left.

The third watchtower is near the second generator. Smash it as you clear the path at the end of the energy barrier.

The fourth watchtower is near the silver LEGO planks just past the second generator. Destroy all four of these watchtowers before you cross Magneto's bridge.

Challenge 9: Great Power

To complete this challenge, you must use one or more Super Moves to defeat five enemies.

This map is packed with enemies and breakable objects. As you clear each area, you should collect enough studs to perform multiple Super Moves. Each time you charge a Super Move, use it to defeat any nearby enemies. Charge and use additional Super Moves until you complete the challenge.

Challenge 10: Multi-Challenge

To complete this challenge, you must take less than five hearts of damage and use a civilian character to finish the level within the 100-second time limit.

Note

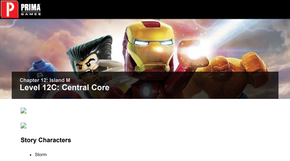
This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as a civilian character to complete this challenge. When the level starts, switch to the Thing and destroy each of the generators as quickly as possible. Try to slip past most of the Brotherhood mutants, but don't hesitate to defeat any raptors that you encounter before you destroy the second generator. Once you deactivate both of the energy barriers, run straight to Magneto's bridge.

Smash through the clutter on the bridge, drop down and defeat the raptor near the end of the level, then destroy the nearby barrier. As long as you've taken less than five hearts of damage, you just need to switch to your civilian character and finish the level within the allotted time.

Note

After you complete this challenge, Green Goblin (Demogoblin) can be purchased for 12,500 studs.



Chapter 12: Island M

Level 12C: Central Core

Story Characters

- Storm

- Spider-Man

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, try to complete **Finish Line**, **Stud Collector**, **Clean Sweep**, and **SUPER Moves!**
2. Playthrough 2: Revisit the map and adjust your tactics to complete **Thick Skinned** and the **Multi-Challenge**.
3. Playthrough 3: Revisit the map as Spider-Man to complete **Minikit** and **Tag Me In** during Free Play.
4. Playthrough 4: Revisit the map as Iron Man to complete the **Red Brick** challenge during Free Play.
5. Playthrough 5: After you unlock Magneto, use him to complete **Alternate Hero** during Free Play.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Central Core Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Storm	Story
	Stud Collector	Collect over 10,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Free Play
	Thick Skinned	Defeat Rhino in 160 seconds or less	None	Story
	Red Brick	Collect the Red Brick	Party Time	Free Play
	Clean Sweep	Defeat all 9 enemies	None	Story
	SUPER Moves!	Defeat 3 enemies using a single Super Move	None	Story
	Alternate Hero	Complete the level using Magneto	None	Free Play
	Tag Me In	Defeat 3 enemies with Tag Moves	None	Free Play
	Multi-Challenge	Finish the level in 100 seconds; Use no Super Moves; Finish the level without a Tag partner	Punisher	Story

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

When the level starts, approach the circular socket to the left and smash the nearby clump of crumpled metal to reveal a Build-it. Use the Build-it to assemble a generator.

Note

Magneto creates a giant metal hand when the level starts. He uses this hand to hinder your efforts later in the battle, but he doesn't attack you directly. For the most part, it's best to ignore him as he floats around the area.

A few seconds after the level starts, three Brotherhood mutants drop into the area. If you move quickly, you should be able to assemble the generator before the nearest enemy reaches you. Defeat this enemy, but stay near the edge of the room to prevent the other enemies from noticing you.

Note

It can be very helpful to assemble all six generators early in the level, but it isn't necessary. If you prefer, you can simply defeat the Brotherhood mutants when they arrive and attempt to assemble the generators as you need them.

Five more sockets are scattered around the room. Stay near the wall to the left and move toward the bottom of the screen to find another socket. Smash the clump of metal and use the resulting Build-it to assemble another generator.

After you build the second generator, turn back and move toward the top of the screen. Stay near the edge of the room and circle the area to locate the remaining sockets. Each time you spot an empty socket, smash the nearby clump of metal and assemble the missing generator.

If you follow this route, the remaining enemies shouldn't spot you until you approach the last socket. Defeat the Brotherhood mutant that uses melee attacks, but don't engage the enemy that utilizes ranged attacks. Dodge the incoming attacks as you assemble the last generator. The brief pause between the ranged attacks provides enough time to safely move a few bits in place.

When the job is done, use Storm's lightning attacks to charge one of the six generators. As you do, position yourself so that the generator provides cover from the Brotherhood mutant's ranged attacks. When the generator is fully charged, defeat the remaining Brotherhood mutant.

When you defeat all three of the Brotherhood mutants, Rhino drops into the room and runs toward you. When this happens, take cover behind the charged generator. If Rhino crashes into the charged generator, he's carried out of the area and the battle's next phase begins. If he misses the generator, adjust your position to bait him into hitting the generator on his next attack.

Once Rhino starts running, he moves in a straight line. As long as you have a general idea of Rhino's whereabouts, you should be able to lure him into your trap. Position yourself so that the charged generator is between you and Rhino, then wait for him to come running toward you. When Rhino collides with the charged generator, the impact knocks him unconscious and destroys the device.

Tip

Magneto uses the giant metal hand to drain the generators. If your target generator loses power, use Storm's lightning attack to recharge it before Rhino's next attack.

When Rhino is knocked unconscious, he's carried off and three more Brotherhood mutants drop into the room. Defeat the Brotherhood mutants to draw Rhino back into the area.

Trick Rhino into colliding with a charged generator to complete the battle's second phase, then repeat the process to finish the level. Defeat the third wave of Brotherhood mutants, then bait Rhino into attacking another fully charged generator.

Note

After you complete this challenge, Storm can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 10,000 studs before the level ends.

The map is fairly small, but it contains more than enough enemies, loose studs, and breakable objects to complete this challenge. Make a full sweep of the map before you finish the level to ensure that you earn the required studs.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as Spider-Man. When the level starts, move toward the top of the screen and scale the climbing wall to find the minikit.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Thick Skinned

To complete this challenge, you must defeat Rhino within the 160-second time limit.

The simplest way to save time is to build a single generator during each round. When the level starts, build the closest generator, then clear out the Brotherhood mutants as they arrive. When Rhino appears, dodge out of the path and charge up the generator as you wait for him to turn back for another attack.

If Magneto begins draining your generator, just step put and recharge it. After Rhino crashes knocks himself unconscious, repeat the process to progress the battle as quickly as possible. Dash to the next generator slot, assemble the generator as the Brotherhood mutants arrive, then defeat them to lure Rhino back into the area as quickly as possible. If you stay on task, you shouldn't have any trouble luring Rhino into three charged generators within the allotted time.

Challenge 5: Red Brick

To complete this challenge, you must collect the Red Brick hidden in the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as Iron Man. When the level starts, move to the right and locate the silver LEGO bars on the back wall. Use Iron Man's ranged attacks to blast through the bars, then step into the alcove and collect the Red Brick.

Note

After you collect this level's Red Brick, you can purchase the Party Time Red Brick for 17,500 studs.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat nine Brotherhood mutants before you finish the level.

During each phase of the battle, you must defeat three Brotherhood enemies to draw Rhino into the area. By the time you finish the level, you will have automatically completed this challenge.

Challenge 7: SUPER Moves!

To complete this challenge, you must use a single Super Move to defeat three enemies.

When the level starts, collect enough studs to charge a Super Move. Assemble generators, destroy objects, and collect the loose studs scattered around the area. When your Super Move is ready, round up the three Brotherhood mutants scattered around the area. Unleash Storm's Super Move to defeat all three enemies with a single attack.

Challenge 8: Alternate Hero

To complete this challenge, you must finish the level while playing as Magneto.

Note

This challenge can be completed only during Free Play.

After you unlock Magneto, use him to revisit the level during Free Play. Magneto isn't able to charge the generators, so it's best to play through the bulk of the level as Storm. Before you defeat the final wave of Brotherhood mutants, use Storm's lightning attack to charge the four remaining generators. Switch back to Magneto and defeat the Brotherhood mutants, then lure Rhino into one of the charged generators.

Tip

If the metal hand approaches your chosen generator, reposition yourself near one of the other generators before Rhino begins his next attack.

Challenge 9: Tag Me In

To complete this challenge, you must use one or more Tag Moves to defeat three enemies.

Note

This challenge can be completed only during Free Play.

Spider-Man's Tag Move is purely defensive, so you must complete this challenge during Free Play. Because Storm will be your Tag partner, you're free to select any character you like. When the level starts, round up the first three Brotherhood mutants and activate your Tag Move. If your first attack doesn't defeat all three enemies, continue the battle and allow your Tag Move to recharge as you deal with Rhino. When the next three Brotherhood mutants arrive, use a second Tag Move to complete the challenge.

Challenge 10: Multi-Challenge

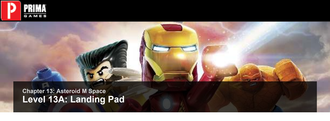
To complete this challenge, you must avoid using any Super Moves, refrain from calling on your Tag Partner, and finish the level within the 100-second time limit.

The same tactics described for **Thick Skinned** can be used to complete this challenge. Assemble one generator as the Brotherhood mutants arrive at the beginning of each phase. Defeat the Brotherhood mutants as quickly as possible, then charge your generator and lure Rhino into it.

The time limit for this challenge doesn't leave much room for error, so every second counts. The instant Rhino knocks himself unconscious, run to the nearest slot and begin assembling the next generator. Try to have the generator in place by the time the next three Brotherhood mutants appear. Avoid calling on your Tag partner or using any Super Moves, and stay focused to complete the level within the allotted time.

Note

After you complete this challenge, the Punisher can be purchased for 12,500 studs.



Chapter 13: Asteroid M Space

Level 13A: Landing Pad

Story Characters

- Thor
- Spider-Man

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, try to complete **Finish Line**, **Stud Collector**, **Clean Sweep**, **Combo Master**, **Great Power**, and **Tanker Trouble**.
2. Playthrough 2: After you unlock Free Play, select any character with an offensive Tag Move and revisit the map to complete **Going Up** and the **Multi-Challenge**.
3. Playthrough 3: Revisit the map as the Human Torch to complete the **Minikit** challenge during Free Play.
4. Playthrough 4: Revisit the map as Jean Grey to complete **Civilian Peril** during Free Play.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Landing Pad Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	General Ross	Story
	Stud Collector	Collect over 30,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Free Play
	Going Up	Power up the elevator in 70 seconds or less	None	Story
	Civilian Peril	Rescue all 3 civilians	None	Free Play
	Clean Sweep	Defeat all 15 enemies	None	Story
	Combo Master	Perform a x 10 combo	None	Story
	Great Power	Defeat 5 enemies using Super Moves	None	Story
	Tanker Trouble	Destroy all tankers	None	Story
	Multi-Challenge	Finish the level in 100 seconds; Use no Super Moves; Defeat 5 enemies with Tag Moves	War Machine	Free Play

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

When the level starts, use Thor's lightning attack to power the nearby generator. A few Brotherhood mutants are lurking in the area, so be prepared to defend yourself from any incoming attacks.

When the first generator is fully charged, move toward the top of the screen and charge the portable generator plugged into the wall.

When the portable generator is fully charged, the hatch above it swings open and a Build-it falls to the floor. Defeat the enemies that emerge from the hatch, then use the Build-it to assemble another large generator.

When the job is done, use Thor's lightning attack to charge the generator.

Locate the three switches mounted on the wall to the right of the jet. Use Thor's ranged attack to hit each of the switches.

After you activate all three switches, the nearby hatch opens and another Build-it falls to the floor. Defeat the enemies that appear, use the Build-it to assemble another generator, then charge the generator until it's full.

The room contains two more large generators. Circle the large hatch at the center of the room to find them.

Charge all five of the large generators to activate the lift at the center of the room. When you do, the lift carries a partially assembled rocket and another group of enemies into the area. Run onto the lift and defeat the smaller enemies, then deal with the Brotherhood heavy mutant.

There's already one Build-it on the lift. Smash the crate at the opposite end of the rocket to reveal a another Build-it. When it's safe, use the two Build-its on the lift to finish assembling the rocket.

The completed rocket smashes through the door across the room. Defeat the enemies that enter the area, then head through the door to finish the level.

> **Note**
>
> After you complete this challenge, General Ross can be purchased for 5,000 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 30,000 studs before the level ends.

This small map is packed with enemies and breakable objects, but the stud requirement is fairly high. Try to counter a few attacks whenever new enemies appear. Before you finish the level, use Thor's flight mode to search the ledge along the back wall. This ledge holds a hidden enemy, some breakable objects, and a nice stash of valuable studs.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

> **Note**
>
> This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as the Human Torch and look for the chunk of ice near the room's exit.

Use the Human Torch to melt the ice and reveal the minikit.

> **Note**
>
> After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Going Up

To complete this challenge, you must charge all five of the large generators to activate the lift within the 70-second time limit.

As usual, the best way to save time is to avoid unnecessary combat. Evade any pursuing enemies until you need to assemble a Build-it or charge a generator. When you're forced to fight, quickly clear out the enemies and get back to charging the generators. Charge all five generators within the allotted time to complete the challenge.

Challenge 5: Civilian Peril

To complete this challenge, you must rescue all three of the civilians scattered around the map.

> **Note**
>
> This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map with any telekinetic character. When the level starts, use Thor's flight mode to reach the ledge along the back wall. Defeat the Brotherhood mutant at the end of the ledge to rescue the nearby civilian.

After you activate the three switches mounted on the wall, a civilian tumbles out of the open hatch. Use your telekinetic character to move this dangling civilian to the floor.

Before you finish the level, destroy the tanker near the exit to rescue the last civilian.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat 15 enemies before you finish the level.

This map contains more than enough enemies to complete this challenge. Simply defeat all the Doombots and Brotherhood mutants as they appear.

Challenge 7: Combo Master

To complete this challenge, you must perform a x 10 combo.

Thor's ranged attack is fairly slow, so it's generally best to use his melee strikes to perform combos. Gather a large group of enemies, then use Thor's melee attacks to build your combo as you clear the area.

Challenge 8: Great Power

To complete this challenge, you must use one or more Super Moves to defeat five enemies.

Before you engage any of the smaller enemies, gather studs to charge at least one Super Move. When you're ready, round up the enemies and use Thor's primary Super Move (lightning) to clear the area. Repeat the process until you complete the challenge.

Challenge 9: Tanker Trouble

To complete this challenge, you must destroy the three tankers scattered around the map.

The map contains three tanker platforms. Simply smash all three tankers to complete the challenge. The first tanker is near your starting location.

Circle the edge of the area to find the second tanker on one of the landing platforms.

The third tanker is near the exit. Destroy all three tankers before you finish the level.

Challenge 10: Multi-Challenge

To complete this challenge, you must use Tag Moves to defeat five enemies, avoid using Super Moves, and finish the level within the 100-second time limit.

> **Note**
>
> This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the level as any character with an area-attack Tag Move. When the level starts, switch to Thor and begin charging the generators. Keep working until a few enemies move into range, then activate your Tag Move to defeat the entire group. You need to keep moving if you hope to beat the clock, so deal with the remaining generators while the while your Tag Move recharges.

After you activate the lift, try to assemble the rocket without engaging the Brotherhood heavy mutant. If you move quickly, you should be able to finish the rocket and blast through the exit before the Brotherhood heavy mutant has a chance to attack. If needed, use standard attacks or a Tag Move to defeat the smaller enemies--just remember to avoid using any Super Moves.

If you haven't used Tag Moves to defeat at least five enemies, use your Tag Move to clear out the enemies near the exit. Otherwise, just dash right past them and finish the level within the allotted time.

> **Note**
>
> After you complete this challenge, War Machine can be purchased for 12,500 studs.

Chapter 13: Asteroid M Space

Level 13B: Asteroid Interior

Story Characters

- Spider-Man
- Iron Man

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, try to complete **Finish Line**, **Stud Collector**, **Clean Sweep**, **Polarized**, and **Going Pro**.
2. Playthrough 2: During your second playthrough, speed through the level to complete **Hot Stuff** and the **Multi-Challenge**.
3. Playthrough 3: After you unlock Free Play for this level, revisit the map as Jean Grey to complete the **Minikit** challenge.
4. Playthrough 4: Revisit the map as Mister Fantastic to complete the **Red Brick** challenge during Free Play.
5. Playthrough 5: Revisit the map as the Iceman to complete **Excelsior!** during Free Play.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Asteroid Interior Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Red Hulk	Story
	Stud Collector	Collect over 30,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Free Play
	Hot Stuff	Defeat Pyro in 150 seconds or less	None	Story
	Excelsior!	Find and rescue Stan Lee	None	Free Play
	Clean Sweep	Defeat all 20 enemies	None	Story

	Red Brick	Collect the Red Brick	×5 Super Move Slot	Free Play
	Polarized	Destroy all Magneto statues	None	Story
	Going Pro	Clear the level without using a Super Move	None	Story
	Multi-Challenge	Finish the level in 150 seconds; Take less than 5 hearts of damage; Defeat 5 enemies with Tag Moves	Star-Lord	Story

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

The starting area is packed with breakable objects, but it also contains an army of hidden Brotherhood mutants. When the level starts, defeat the enemies to the right and continue across the room.

Every few seconds, a new Brotherhood mutant emerges from the hatch at the far edge of the starting area. If you're looking to complete additional challenges or collect some extra studs, stand near the hatch and defeat the enemies as they appear.

When you're ready, smash the containers stacked near the hatch to reveal a large Build-it. Assemble the Build-it to cover the hatch and prevent more enemies from entering the area.

Search the starting are for loose studs and breakable objects, then look for the grapple point near the sealed hatch. Use Spider-Man's Grab move to latch onto the grapple point and pull the walkway out of your path.

After you destroy the walkway, activate Spider-Man's flight mode (web-swinging) and follow the studs across the gap. Drop down to the chambers in the next area and defeat the Doombots that emerge. When it's safe, smash the Magneto statue in the corner to reveal a Build-it.

Use the Build-it to assemble a lever, then pull the lever to reveal the climbing wall behind the nearby door. When you're ready, head through the door and climb up to the next area.

When you reach the end of the climbing wall, search the area for enemies, studs, and breakable objects. Move toward the bottom of the screen to find a large climbing wall at the edge of the area.

The climbing wall branches off into two different directions. Follow the path downward to find some studs and breakable objects on a hidden ledge. When you're ready, climb back up and follow the path to the right.

Two turrets are mounted along the edge of the climbing wall. Every few seconds, each of these turrets releases a short burst of toxic gas. Stop near each turret, wait for it to fire, then slip past it while it reloads.

Follow the climbing wall up to the next area and defeat the Brotherhood mutants that appear. When you're ready, head over to the large circle on the floor to the right and begin the battle with Pyro.

When the battle starts, Pyro begins launching fiery projectiles at you. Activate Spider-Man's flight mode and circle the area to evade these attacks. The flames surrounding Pyro protect him from your attacks, so just focus on staying healthy.

After a few projectile attacks, Pyro produces two long streams of fire and spins around in a circle. Use Spider-Man's flight mode to stay safely above the flames as you wait for the attack to end.

After a few seconds, Pyro becomes dizzy and stops attacking. Drop down to the floor and wait for Pyro's fiery shield to fade, then hit him with a flurry of melee attacks. When he recovers, activate Spider-Man's flight mode and repeat the process until you're able to hit Pyro with another melee combo.

As Pyro begins to weaken, he introduces a new attack. Toward the end of the battle, Pyro lifts himself off the ground and summons some fiery minions. When this happens, drop to the floor and use Spider-Man's ranged attacks to defeat all the minions that appear. As you do, keep an eye on Pyro and dodge any incoming projectiles.

After you defeat all six of his minions, activate flight mode and dodge Pyro's projectiles until he performs another spinning attack. When the attack ends, drop back to the floor, wait for his fiery shield to fade, then attack Pyro until you defeat him.

When you defeat Pyro, the nearby energy field deactivates. Search the area for any remaining studs and breakable objects, follow the path toward the end of the map. As you do, you'll encounter two Brotherhood mutants, two turrets, and a Brotherhood heavy mutant. Clear out all of these threats, or simply dash past them.

There's a switch near two Magneto statues at the end of the path. When you're ready, stand on the switch until you finish the level.

Note

After you complete this challenge, Red Hulk can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 30,000 studs before the level ends.

The map contains plenty of enemies, studs, and breakable objects, so there's a good chance you'll complete this challenge if you make a full sweep of each area. However, it's fairly easy to complete this challenge before you leave the starting area. Stand by the hatch at the far end of the starting area and wait for a Brotherhood mutant to emerge. When the enemy rears back to attack, perform a counterattack to earn some valuable studs. Defeat the enemy and wait for the next Brotherhood mutant to arrive. Stay in the area and perform counters until you've completed the challenge.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as any telekinetic character. When the level starts, move to the right to find two large stones near the back wall. Use telekinesis to move each of the stones to a nearby ledge.

After you move the stones, a chamber emerges from the floor. Step into the chamber to collect the minikit.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Hot Stuff

To complete this challenge, you must defeat Pyro within the 150-second time limit.

When the level starts, dash to the right and head straight for the grapple point at the end of the area. Defeat any Brotherhood mutants that pose an immediate threat, but try to destroy the walkway and leave the area before more Brotherhood mutants emerge from the nearby hatch.

Once you make it out of the starting area, it's fairly easy to speed through the rest of the map. Try to dash past the remaining enemies as you follow the path to Pyro.

Once you reach Pyro, there's not much you can do to speed up the battle. Avoid his attacks, and make sure you attack him whenever he's vulnerable.

When Pyro summons his fiery minions, it's important to defeat them as quickly as possible. A well-timed Tag Move can save a few seconds, but you'll need to rely on ranged attacks to defeat at least three of the six minions. Clear out the minions, dodge Pyro's attacks, and defeat him within the allotted time.

Challenge 5: Excelsior!

To complete this challenge, you must find and rescue Stan Lee.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as Iceman. After you defeat Pyro, search the area to the right to find Stan Lee trapped behind a burning console. Use Iceman's ranged attacks to extinguish the LEGO fires and rescue Stan Lee.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat 20 enemies before you finish the level.

The starting area contains more than enough Brotherhood mutants to complete this challenge. When the level starts, run to the hatch across the room and defeat the enemies as they emerge.

Challenge 7: Red Brick

To complete this challenge, you must collect the Red Brick hidden within the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as Mister Fantastic. Use Spider-Man to traverse the map until you reach the top of the first climbing wall. Switch to Mister Fantastic, smash the objects to the right, then slip through the revealed vent to enter a hidden room.

Smash the crates in the hidden room to find the Red Brick. After you collect the Red Brick, slip back through the vent and return to the main path.

Note

After you collect this level's Red Brick, you can purchase the ×5 Super Move Slot Red Brick for 17,500 studs.

Challenge 8: Polarized

To complete this challenge, you must destroy the four Magneto statues scattered across the level.

The first Magneto statue is near the Doombots just past the starting area. You must destroy this statue to reach the next area, so there's no chance you'll miss it.

The next Magneto statue is on the hidden ledge below the second climbing wall. Before you follow the path to Pyro, climb down to the ledge and destroy this statue.

The two remaining Magneto statues are near the switch at the end of the map. Destroy all four Magneto statues before you finish the level.

Challenge 9: Going Pro

To complete this challenge, you must finish the level without using any Super Moves.

Spider-Man's standard attacks are more than enough to handle the enemies on this map. Simply refrain from using any Super Moves as you fight through each area.

Challenge 10: Multi-Challenge

To complete this challenge, you must take less than five hearts of damage, use Tag Moves to defeat five enemies, and finish the level within the 150-second time limit.

When the level starts, run to the nearby Brotherhood mutants and activate your Tag move. As your partner defeats these enemies, continue to the right and destroy the walkway blocking your path. Use Spider-Man's Grab move to defeat any nearby enemies before you latch onto the walkway's grapple point.

It's best to avoid unnecessary combat, but it's also important to say healthy. Defeat the Doombots just past the starting area to ensure that they don't attack you while you attempt to open the nearby door.

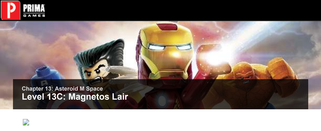
Watch out for the gas turrets near the second climbing wall. Make sure you slip past each turret while it's preparing its next attack.

Again, there isn’t much you can do to speed up the battle with Pyro. Just dodge his attacks and hit him with a melee combo each time he becomes dizzy. When he summons his fiery minions, use a Tag Move to quickly defeat the first wave. This not only shaves a few seconds from the battle, it should complete one of the challenge’s objectives.

If your Tag Moves were effective and you’ve stayed relatively healthy, you just need to finish the level within the allotted time. After you defeat Pyro, activate Spider-Man’s flight mode and hurry to the end of the level. As you pass over the Brotherhood heavy mutant, drop onto the switch and wait for it to change color. It takes a few seconds, but you should finish the level before the Brotherhood heavy mutant has a chance to attack.

Note

After you complete this challenge, Star-Lord can be purchased for 12,500 studs.



Chapter 13: Asteroid M Space

Level 13C: Magnetos Lair

Story Characters

- Iron Man
- Thor

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, try to complete **Finish Line**, **Stud Collector**, **Clean Sweep**, and **No Tag Required**.
2. Playthrough 2: Revisit the level and try to complete **Frequent Flyer** and **Tag Me In**.
3. Playthrough 3: Revisit the level and try to complete **Magnetic Charm** and the **Multi-Challenge**.
4. Playthrough 4: Revisit the level as Jean Grey to complete the **Minikit** challenge during Free Play.
5. Playthrough 5: Revisit the map as a civilian character to complete **Underdog** during Free Play.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Magneto's Lair Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Juggernaut	Story
	Stud Collector	Collect over 10,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Free Play
	Magnetic Charm	Defeat Magneto in 120 seconds or less	None	Story
	Underdog	Complete the level as a civilian	None	Free Play
	Clean Sweep	Defeat 15 enemies	None	Story
	Frequent Flyer	Complete the level using only flight	None	Story
	Tag Me In	Defeat 4 enemies with Tag Moves	None	Story
	No Tag Required	Beat the level without using a Tag partner	None	Story
	Multi-Challenge	Finish the level in 120 seconds, Take less than 5 hearts of damage; Use no Super Moves	Thor (Classic)	Story

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

When the level starts, grab the nearby studs and follow the path into Magneto's lair. Shortly after Magneto appears, he uses a magnetic field to create a giant version of himself. During the battle's first phase, Magneto attacks by slamming the giant figure's fist into the ground. Circle around the enemy and use your ranged attacks to hit Magneto from behind.

Tip

You can use melee attacks to damage Magneto, but it's simpler to use ranged attacks. If you're anywhere near Magneto when he performs his slam attack, the impact will knock you down.

As Magneto turns to face you, adjust your position to stay behind him. Whenever a Brotherhood mutant approaches you, defeat the smaller enemy and resume attacking Magneto.

Continue attacking Magneto until his health is depleted. When Magneto retreats, several Brotherhood mutants appear in the area. Try to defeat all of the Brotherhood mutants before Magneto returns and begins the battle's next phase.

Tip

A reticle appears at the center of the room just before Magneto returns. If you're standing anywhere near the reticle, dash away to avoid Magneto when he lands.

During the battle's second phase, Magneto uses his giant figure to sweep an energy barrier around the room. Dash away from the barrier and circle around Magneto. Use any combination of melee strikes and ranged attacks to chip away at his health. As the giant figure rotates, the barrier moves closer to your position. Dash away from the barrier and resume your attacks. More Brotherhood mutants arrive during this phase of the battle. Lure these enemies away from the barrier before you deal with them. Continue to attack Magneto until he flees the area

After Magneto retreats, a Brotherhood heavy mutant drops into the area. You must defeat this enemy to draw Magneto back into the area.

After you defeat the Brotherhood heavy mutant, Magneto returns and the battle's final phase begins. Attack Magneto with any combination of melee strikes and ranged attacks. As you do, watch for the reticles that appear on the floor during this phase of the battle. Each reticle indicates a piece of falling debris. If a reticle appears near you, dash away to avoid the impact.

Avoid the falling debris and continue your attacks to destroy Magneto's giant figure, then simply attack Magneto until you finish the level.

Note

After you complete this challenge, Juggernaut can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 10,000 studs before the level ends.

Collect the loose studs near the starting location, then collect the studs in Magneto's lair. The rest of your studs must be earned during combat. Try to counter a few enemy attacks to ensure that you complete the challenge before the battle ends.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map with any telekinetic character. When the level starts, locate the crate on the platform to the left, then use telekinesis to move the crate to your starting location.

After the crate touches down, smash it to reveal the minikit.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Magnetic Charm

To complete this challenge, you must defeat Magneto within the 120-second time limit.

As soon as the level starts, charge into Magneto's lair to begin the battle. Dash behind Magneto and use a series of ranged attacks to deal damage from a safe distance. Defeat any Brotherhood mutants that pose an immediate threat, but try to keep your focus on Magneto until he flees the area. Defeat the Brotherhood mutants that appear until Magneto returns.

After the battle's first phase, switch up your tactics. Use melee strikes to deal heavy damage to Magneto. Try not to engage the nearby Brotherhood mutants. Just dodge the incoming attacks as you focus on Magneto. Iron Man's melee strikes deal a bit more damage than his ranged attacks. If you focus on Magneto, you should deplete his health very quickly.

To stay ahead of the clock, you'll have to defeat the Brotherhood heavy mutant very quickly. Stop attacking whenever this enemy blocks, and consider using your Tag Move to deal some extra damage. When Magneto returns, just run in and hit him with a series of melee strikes to defeat him within the allotted time.

Challenge 5: Underdog

To complete this challenge, you must complete the level as a civilian character.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as civilian character. To make this challenge easier, switch to Iron Man when the level starts. Progress through the battle until you destroy Magneto's giant figure, then switch back to your civilian character. Hit Magneto with a series of melee strikes until you defeat him.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat 15 Brotherhood mutants before you finish the level.

To ensure that you complete this challenge, prolong the battle's first phase to allow enemy reinforcements to arrive. Avoid attacking Magneto until you've defeated at least nine Brotherhood mutants.

Challenge 7: Frequent Flyer

To complete this challenge, you must use flight mode for the duration of the level.

Activate flight mode when the level starts, then head in to face Magneto. During the battle, you must rely on your ranged attacks and Tag Moves to deal damage. Other than that, the same basic tactics can be applied while you're flying: Avoid incoming attacks as you chip away at Magneto's health. Your ranged attacks are less powerful while you're in flight mode, so the battle is bound to take a bit longer.

Tip

If you're knocked to the ground at any point in the battle, reactivate flight mode before you resume your attacks.

Challenge 8: Tag Me In

To complete this challenge, you must use Tag Moves to defeat four enemies.

It can be difficult to round up a group of Brotherhood mutants during this battle. Instead, plan on using at least two Tag Moves to complete this challenge. When the Brotherhood mutants appear during the battle's first phase, approach one of the enemies and activate your Tag Move. Continue the battle to allow your Tag Move to recharge, then use it to defeat at least one more enemy. Repeat the process until you complete the challenge.

Challenge 9: No Tag Required

To complete this challenge, you must finish the level without calling on your Tag partner.

Iron Man is more than capable of finishing this level on his own. Simply refrain from calling on your Tag partner for the duration of the battle.

Challenge 10: Multi-Challenge

To complete this challenge, you must take less than five hearts of damage, avoid using any Super Moves, and complete the level within the 120-second time limit.

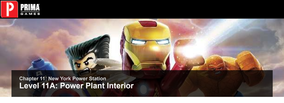
You need to move quickly to complete this challenge, but you also need to stay healthy. During the first phase, skip behind Magneto and use ranged attacks to damage him from a safe distance. Try to deplete his health quickly, but don't take unnecessary risks. If a Brotherhood mutant approaches you, quickly defeat the enemy or dash away before you return to attacking Magneto.

Use ranged attacks to defeat the Brotherhood mutants that appear toward the end of the battle's first phase. Stay back and focus on interrupting any incoming attacks. If you find yourself overwhelmed, activate your Tag Move to help clear the area.

After the battle's first phase, use melee strikes to attack Magneto. Again, it's very important to avoid any attacks from nearby Brotherhood mutants, and you need to defeat the Brotherhood heavy mutant as quickly as possible. Otherwise, just stay healthy, avoid using any Super Moves, and finish the level within the allotted time.

Note

After you complete this challenge, Thor (Classic) can be purchased for 12,500 studs.



Chapter 11: New York Power Station

Level 11A: Power Plant Interior

Story Characters

- Wolverine

- Hulk

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, try to complete **Finish Line**, **Stud Collector**, **Combo Master**, and **Quick Reflexes**.
2. Playthrough 2: Revisit the level and try to complete **Overload!** and the **Multi-Challenge**.
3. Playthrough 3: After you unlock Free Play for this level, revisit the map with Thor to complete **Minikit**, **Civilian Peril**, and **Clean Sweep**.
4. Playthrough 4: Revisit the level as a civilian character and complete **Underdog** during Free Play.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Power Plant Interior Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Aunt May	Story
	Stud Collector	Collect over 22,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Free Play
	Overload!	Escape the reactor core in 120 seconds or less	None	Story
	Civilian Peril	Rescue all 2 civilians	None	Free Play
	Clean Sweep	Defeat all 20 enemies	None	Free Play
	Combo Master	Perform a +10 combo	None	Story
	Quick Reflexes	Take less than 5 hearts of damage	None	Story
	Underdog	Complete the level as a civilian	None	Free Play
	Multi-Challenge	Finish the level in 120 seconds; Finish the level without a Tag partner; Defeat the Brotherhood heavy mutant	Nick Fury Sr.	Story

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

When the level starts, clear out the nearby Brotherhood mutants before they have a chance to attack.

When it's safe, continue to the nearby walkway. The three tanks below the walkway vent toxic gas every few seconds. If you spot green sparks floating out of a tank, stop and wait for the tank to vent before you continue.

Fight through the Brotherhood mutants until you reach the gap in the path. Destroy the terminal near the gap to drop the path's missing section into place. Before you continue along the path, however, use Wolverine to scale the nearby climbing wall.

Pull the lever near the top of the climbing wall to reveal a stash of valuable studs. Another Brotherhood mutant is lurking in the area, so be prepared to defend yourself as you collect the studs.

When you're ready, head back down the climbing wall and continue along the main path. The next two Brotherhood mutants are standing beside another tank. Run in and attack them, or destroy the nearby terminal to release a blast of toxic gas.

As you move across the giant generators, you must avoid the rotors that sweep across the path. Wait for the first rotor to swing past you, then run behind it until you reach the small platform between the generators.

Caution

Touching any of the generators' electrified rotors will instantly deplete all of your hearts.

Defeat the Brotherhood mutants that appear on the platform, then slip past the second generator. This generator has two rotors, so you have to move quickly to avoid getting caught in the machinery. Slip behind a rotor as it passes you, then dash to the small platform toward the bottom of the screen. Wait for the next rotor to pass, then run behind it and hurry into the next area.

Caution

The gap in the path prevents you from circling back to the platform between the two generators. Make sure you follow the main path to the next area.

Defeat the Brotherhood mutants that appear beyond the second generator, then carefully approach the rotating fuel rods. The machine moving the fuel rods pauses at regular intervals. Slip behind a fuel rod and follow it until you reach the center of the walkway. Stop and wait as the machine pauses, then run to the end of the walkway as the fuel rod moves out of your path.

Continue to the end of the main path and defeat the waiting Brotherhood heavy mutant.

When it's safe, destroy the nearby barrels to reveal a Build-it. Assemble and activate the lever to open the nearby door, then head through the opening to finish the level.

Note

After you complete this challenge, Aunt May can be purchased for 5,000 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 22,000 studs before the level ends.

The map contains more than enough enemies, studs, and breakable objects to complete this challenge. In addition to searching the main path, make sure you collect the valuable studs hidden above the climbing wall.

There's also a small stash of studs on the first large generator. Circle the generator to collect the studs before you continue moving along the main path.

Tip

Some of this level's most valuable studs can't be reached during Story mode. If you have trouble finding the required studs, use a flying character to complete the challenge during Free Play.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as Thor. Fly up to the platform to the left of the fuel rods to find a small generator along the back wall. Defeat the Brotherhood mutants that appear, then use Thor's lightning attack to power the generator.

When the generator is fully charged, the nearby device drops a crate on the ground. Smash the crate to reveal the minikit.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Overload!

To complete this challenge, you must finish the level within the 120-second time limit.

The best way to stay ahead of the clock is to avoid unnecessary combat. Dart past each obstacle as soon as the path is clear to leave your enemies trapped in the previous area.

If you hurry through the level, you should have more than enough time to defeat the Brotherhood heavy mutant. Assemble the lever, open the door, and finish the level within the allotted time.

Challenge 5: Civilian Peril

To complete this challenge, you must find and rescue both of the civilians hidden within the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as any flying character. When you reach the large generators, use flight mode to search the platform along the back wall. The first civilian is being harassed by two Brotherhood mutants. Defeat both of the enemies to rescue the civilian.

Tip

If you'd rather avoid combat, use ranged attack to hit the target on the nearby crane. When the crane collapses, it automatically defeats both of the Brotherhood mutants.

When you reach the end of the map, use flight mode to reach the platform above the exit. Defeat both of the Brotherhood mutants to rescue the nearby civilian.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat 20 Brotherhood mutants before you finish the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, return to the map as a flying character to complete this challenge. Many of the enemies are located along the main path, but there are several Brotherhood mutants hiding on the platforms along the back wall. The easiest enemy to miss is probably the Brotherhood mutant hiding above the climbing wall. You must reveal the hidden studs and enter the enclosure before this enemy appears.

Most of the Brotherhood mutants only appear as you approach each area. Search each of the platforms along the back wall, but make sure you also search the full length of the main path. Defeat all 20 Brotherhood mutants before you finish the level.

Challenge 7: Combo Master

To complete this challenge, you must perform a +10 combo.

Wolverine's powerful melee combos tend to knock enemies out of range. To complete this challenge during Story mode, try to position yourself so that your enemies are knocked into nearby walls and guardrails. Dash between enemies and continue building your combo until you complete the challenge.

Tip

If you have trouble completing this challenge during Story mode, use a character with a rapid-fire ranged attack to complete the challenge during Free Play.

Challenge 8: Quick Reflexes

To complete this challenge, you must take less than five hearts of damage for the duration of the level.

Wolverine is limited to melee attacks, but he's very good at quickly defeating enemies. Watch out for Brotherhood mutants that utilize ranged attacks. Try to interrupt ranged attacks while they charge, or simply use the Dodge move to evade the enemy and continue to the next area.

The map's environmental hazards are the most likely source of accidental damage. Use caution when you slip past any toxic gas, electrified rotors, or shifting fuel rods.

Challenge 9: Underdog

To complete this challenge, you must finish the level as a civilian character.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as a civilian character to complete this challenge. You can use Wolverine to fight your way to the end of the map; just make sure you switch back to your civilian character before you finish the level.

Challenge 10: Multi-Challenge

To complete this challenge, you must defeat the Brotherhood heavy mutant, avoid calling on your Tag partner, and finish the level within the 120-second time limit.

Stick to the main path and speed to the end of the map. To stay ahead of the clock, try to avoid unnecessary combat. When you reach the Brotherhood heavy mutant, use Wolverine's powerful melee combos to defeat him. Refrain from calling on your Tag partner, and move quickly to finish the level within the allotted time.

Note

After you complete this challenge, Nick Fury Sr. can be purchased for 12,500 studs.

Chapter 11: New York Power Station

Level 11B: Statue Interior

Story Characters

- Mister Fantastic

- Wolverine

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, try to complete **Finish Line**, **Stud Collector**, **Clean Sweep**, **Combo Master**, and **Tag Me In**.
2. Playthrough 2: During your second playthrough, try to complete **Brotherhood Beat** and the **Multi-Challenge**.
3. Playthrough 3: After you unlock Free Play for this level, revisit the map as Iceman to complete **Excelsior!** and **Fire Fighter**.
4. Playthrough 4: Revisit the map as Jean Grey to complete the **Minikit** challenge during Free Play.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Statue Interior Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Sabretooth	Story
	Stud Collector	Collect over 28,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Free Play
	Brotherhood Beat	Defeat both Brotherhood heavy mutants in 120 seconds or less	None	Story
	Excelsior!	Find and rescue Stan Lee	None	Free Play
	Clean Sweep	Defeat all 19 enemies	None	Story
	Combo Master	Perform a ×6 combo	None	Story

	Tag Me In	Defeat 5 enemies with Tag Moves	None	Story
	Fire Fighter	Extinguish all LEGO fires	None	Free Play
	Multi-Challenge	Finish the level in 100 seconds; Use no Super Moves; Defeat both Brotherhood heavy mutants	Jean Grey (Pheonix)	Story

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

Search the starting location for studs and breakable objects, then head up the nearby steps. As you move through the level, clear out any Brotherhood mutants that appear in your path.

Continue to the end of the first area, destroy the pile of rubble to reveal a vent. When you're ready, slip through the vent to continue to the next area.

When you emerge from the next vent, defeat the nearby Brotherhood mutant, then smash the machinery to reveal a stash of valuable studs. When you're ready, carefully approach the electrified grating and use Mister Fantastic's ranged attack to destroy the red control box. When it's safe, move across the grating and follow the path up the steps.

Defeat the enemies scattered throughout the area, then destroy the containers at the end of the path to reveal a Build-it.

Assemble the Build-it to create a slingshot, then use the slingshot to launch yourself over to the next path.

The map's first Brotherhood heavy mutant is just across the gap. Quickly defeat the two smaller enemies, then deal with the Brotherhood heavy mutant. Search the area for studs and breakable objects, then follow the steps up to the next platform.

Tip

Pull the lever near the first Brotherhood mutant to create a path back to the previous area. This new path allows you to collect the valuable studs floating above the gap.

Fight your way to the lift at the end of the path. Hit the red control box, then defeat the nearby Brotherhood mutant as you wait for the lift to arrive. When you're ready, hop onto the lift and ride up to the next area.

Defeat the enemies that appear at the top of the lift, then search the area for studs and breakable objects. When you're ready, move to the left and follow the ramp up to the next area.

Continue along the path to find another Brotherhood heavy mutant near the end of the map. Quickly defeat the smaller enemies, then deal with the tougher foe.

When it's safe, destroy the rubble at the edge of the platform to reveal a Build-it. Use the Build-it to assemble a lever, then search the area for more studs and breakable objects. When you're ready, pull the lever to lower the nearby bridge.

Cross the bridge and continue to the end of the walkway to finish the level.

Note

After you complete this challenge, Sabretooth can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 28,000 studs before the level ends.

This area is packed with enemies, breakable objects, and loose studs. If you're thorough, you shouldn't have any trouble completing this challenge before you finish the level. Remember to smash all of the equipment, barricades, and rubble scattered throughout the level. When you emerge from the vent in the second area, make sure that you collect the blue studs hidden behind the nearby machinery.

Use the lever near the first Brotherhood heavy mutant to create a path across the nearby gap. Before you leave the area, follow the path back across the gap to collect some valuable studs. If you're thorough, you should be able to complete this challenge well before you reach the end of the map.

Note

The studs locked near the small generator can be collected only during Free Play.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as any telekinetic character. After you deactivate the electrified grating, continue up the nearby steps to find a special Build-it.

Use your telekinetic character to assemble the Build-it, then smash the resulting crate to reveal the minikit.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Brotherhood Beat

To complete this challenge, you must defeat both of the map's Brotherhood heavy mutants within the 120-second time limit.

As usual, the best way to stay ahead of the clock is to avoid unnecessary combat. Smash any obstacles blocking your path, but try to dart past most of the map's enemies until you need to assemble the slingshot. Defeat the nearby Brotherhood mutants, assemble the slingshot, and launch yourself across the gap to reach the level's first Brotherhood heavy mutant. Make sure you defeat this enemy before you continue along the main path.

Tip

A well timed Tag Move can be very helpful when you're battling a Brotherhood heavy mutant. However, if you're attempting to complete Brotherhood Beat and the Multi-Challenge during a single playthrough, make sure you refrain from using any Super Moves.

Once you've dealt with the first Brotherhood heavy mutant, race to the end of the map. Dash past all the smaller enemies you encounter along the way, then defeat the remaining Brotherhood heavy mutant within the allotted time.

Challenge 5: Excelsior!

To complete this challenge, you find and rescue Stan Lee.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as Iceman to complete this challenge. After you defeat the first Brotherhood heavy mutant, move toward the bottom of the screen to find Stan Lee trapped behind three LEGO fires. Use Iceman's ranged attack to extinguish the fires and rescue Stan Lee.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat 19 Brotherhood mutants before you finish the level.

Most of the Brotherhood mutants appear near you as you move along the main path. Simply defeat the enemies as they drop into each area.

The Brotherhood mutant you're most likely to miss is near the top of the lift. Before you follow the ramp up to the last area, make sure you deal with the enemy guarding the nearby platform.

Challenge 7: Combo Master

To complete this challenge, you must perform a × 6 combo.

Mister Fantastic doesn't have any particularly speedy attacks, but he's more than capable of performing a ×6 combo. When you encounter a pair of Brotherhood mutants, use a series of melee strikes or ranged attacks to build your combo as you defeat both of the enemies.

Challenge 8: Tag Me In

To complete this challenge, you must use Tag Moves to defeat five enemies.

Wolverine's Tag Move only effects a small area. To complete this challenge during Story mode, you must chose just the right moment to activate each Tag Move. Gather the first two Brotherhood mutants you encounter, then activate your Tag Move to defeat both of them. Progress through the level until your Tag Move recharges and use it to defeat another group of Brotherhood mutants. Repeat the process until you complete the challenge.

Tip

If you have trouble utilizing Wolverine's Tag Move, complete this challenge during Free Play. Select a character with an area-attack Tag Move, or simply use Mister Fantastic's Tag Move to defeat all nearby enemies.

Challenge 9: Fire Fighter

To complete this challenge, you must extinguish all 12 of the LEGO fires scattered throughout the map.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as Iceman and use his ranged attack to extinguish each of the 12 LEGO fires scattered across the level. The first two LEGO fires are near the vent at the end of the starting area.

The next LEGO fire is just past the electrified grating.

Two more LEGO fires are burning near the slingshot Build-it.

After you defeat the first Brotherhood heavy mutant, move toward the bottom of the screen to find Stan Lee trapped behind three more LEGO fires.

After you reach the top of the lift, follow the path to the right. Smash through the rubble to reach the LEGO fire burning at the end of the walkway.

The next two LEGO fires are also located near the top of the lift. Follow the path to the left to find them burning at the edge of the area.

The last LEGO fire is at the end of the map. After you defeat the second Brotherhood heavy mutant, move toward the bottom of the screen to find the fire. Extinguish all 12 LEGO fires before you complete the level.

Challenge 10: Multi-Challenge

To complete this challenge, you must avoid using any Super Moves, defeat both of the Brotherhood heavy mutants, and finish the level within the 100-second time limit.

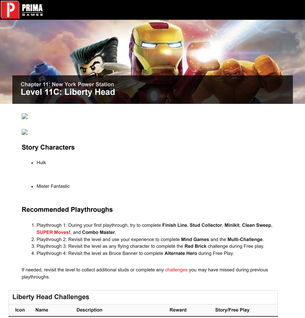
Because you have to defeat both of the Brotherhood heavy mutants, it can be difficult to complete the level within the allotted time. When you attempt this challenge, it's more important than ever that you avoid unnecessary combat. Unless you're trying to assemble a Build-it or defeat a Brotherhood heavy mutant, try to avoid engaging the enemies scattered around the map.

Don't use your Tag Move until you reach the first Brotherhood heavy mutant. The extra damage should help you defeat this durable enemy fairly quickly. You're prohibited from using any Super Moves, so stick to standard attacks until you defeat the first Brotherhood heavy mutant. Hurry along the main path to reach the end of the level as quickly as possible.

Your Tag Move should be recharged by the time you reach the second Brotherhood heavy mutant, so use it to help clear the area. Defeat the second Brotherhood heavy mutant, then assemble the lever and finish the level before you run out of time. If you have trouble completing this challenge, revisit the level as a flying character. You can save a bit of time by skipping the slingshot and simply flying across the gap near the first Brotherhood heavy mutant.

Note

After you complete this challenge, Jean Grey (Phoenix) can be purchased for 12,500 studs.



Chapter 11: New York Power Station

Level 11C: Liberty Head

Story Characters

- Hulk
- *Mister Fantastic*

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, try to complete **Finish Line**, **Stud Collector**, **Minikit**, **Clean Sweep**, **SUPER Moves!**, and **Combo Master**.
2. Playthrough 2: Revisit the level and use your experience to complete **Mind Games** and the **Multi-Challenge**.
3. Playthrough 3: Revisit the level as any flying character to complete the **Red Brick** challenge during Free play.
4. Playthrough 4: Revisit the level as Bruce Banner to complete **Alternate Hero** during Free Play.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Liberty Head Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Tony Stark (Suit)	Story
	Stud Collector	Collect over 8,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Story
	Mind Games	Defeat Mastermind in 120 seconds or less	None	Story
	Red Brick	Collect the Red Brick	Confetti Effects	Free Play
	Clean Sweep	Defeat all 12 enemies	None	Story
	SUPER Moves!	Defeat 3 enemies using a single Super Move	None	Story
	Alternate Hero	Complete the level using Bruce Banner	None	Free Play(Recommended)
	Combo Master	Perform a x10 combo	None	Story
	Multi-Challenge	Finish the level in 120 seconds; Take less than 5 hearts of damage, Use no Super Moves	Human Torch (Ultimate)	Story

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

Over the course of this encounter, Mastermind conjures a series of illusions. Defeat these false enemies to progress through each phase of the battle. The first illusion is a mirror image of Hulk. Use standard melee strikes to chip away at the illusion Hulk's health until you defeat him. Be careful—this enemy does heavy damage. If the Hulk falls down or begins blocking your strikes, dash away and wait for him to walk toward you before you charge in and resume your attacks.

Caution

Unlike most "heavy" enemies, the illusion Hulk doesn't telegraph his attacks. Don't stand in melee range when you're waiting for him to drop his guard or recover from a knockdown.

After you defeat the illusion Hulk, Mastermind conjures a group of six miniature Hulks. These enemies aren't particularly powerful, but it can be difficult to avoid their attacks while you're surrounded. Use Hulk's Grab move to throw the miniature Hulks at each other, or use the Dodge move to charge into each enemy until you clear the entire group.

Tip

Hulk's primary Super Move (clap) is a great way to deal with the miniature Hulks. If you manage to collect enough studs, round up all the enemies and use a Super Move to defeat the entire group.

After you defeat the six miniature Hulks, Mastermind creates an illusion of himself. Move away from Mastermind and wait for the next illusion. When the illusion Hulk reappears, run in and defeat him.

After you defeat the second Hulk, Mastermind creates a brief illusion of Bruce Banner being taunted. As soon as the illusion ends, debris begins falling into the area. Get clear of the reticles on the floor to avoid taking damage. Dash to the edge of the room to avoid the first pieces of falling debris, then slip back to the center of the room to avoid the debris that comes crashing down in each corner of the room.

Caution

When the debris falls near the center of the room, each piece drops in a predetermined order. When the reticles appear along the edges of the room, however, all of the remaining debris falls in unison.

When the debris stops falling, Mastermind conjures an illusion of three Bruce Banners. Like the miniature Hulks, these small enemies can be dangerous if you allow them to surround you. Use the Dodge move to slip past them, then turn back and defeat them with melee strikes or throws.

After you defeat all of the Bruce Banner illusions, more debris falls into the room. This time, however, the reticles appear in the opposite order. Move to the center of the room to avoid the first crash of debris, then dash to the edge of the room to avoid the debris until it stops falling.

After the second wave of debris, Mastermind summons three more false Bruce Banners. Defeat these enemies to move onto the battle's final phase.

After you defeat all of the Bruce Banners, Mastermind conjures two Hulks. Try to separate these two enemies before you commit to any melee combos. Use the Hulk's Dodge move to charge the nearest enemy and knock him back a few steps. If you've managed to charge up a Super Move, use Hulk's powerful clap to deal heavy damage and knock the enemies apart with a single attack. If the enemies keep regrouping, run in and strike one of the illusion Hulks, then dash away before either enemy has a chance to attack. Repeat the process until you defeat both of the Hulks and finish the level.

Note

After you complete this challenge, Tony Stark (Suit) can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 8,000 studs before the level ends.

You shouldn't have any trouble completing this challenge before you finish the level. Most of the available studs will be earned as you defeat enemies, but you can gain an early boost to your stud count by destroying the piles of rubble scattered around the floor.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

The minikit is located at the edge of the room. Move toward the bottom of the screen and destroy the rubble hidden behind two large pieces of the room's damaged wall. After you clear the rubble, step behind the damaged wall to collect the hidden minikit.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Mind Games

To complete this challenge, you must defeat Mastermind within the 120-second time limit.

The time limit for this challenge is fairly generous. Just keep fighting to move through each phase of the battle as quickly as possible. Be aggressive! Unless your target is knocked down or blocking, you should be on the attack.

Note

If you're not trying to complete the **Multi-Challenge** during the same playthrough, you can also use the Hulk's Super Moves to deal heavy damage whenever you feel the battle is progressing too slowly.

Challenge 5: Red Brick

To complete this challenge, you must collect the Red Brick hidden within the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map with a flying character. Fly up to the ledge along the back wall to find two piles of rubble.

Destroy the rubble to the right to reveal the Red Brick.

Note

After you collect this level's Red Brick, you can purchase the Confetti Effects Red Brick for 17,500 studs.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat all 12 of the map's smaller enemies.

You should automatically complete this challenge before you finish the level. Defeat the six miniature Hulks that attack toward the beginning of the battle, then defeat both waves of false Bruce Banners as you progress through the second half of the battle.

Challenge 7: SUPER Moves!

To complete this challenge, you must use a single Super Move to defeat three enemies.

When the battle starts, smash the nearby rubble to earn studs and begin charging your Super Move. Progress through the battle to collect more studs by defeating enemies. After you charge your Super Move, use it to defeat the miniature Hulks or a group of Bruce Banners. Defeat three enemies with a single Super Move to complete the challenge.

Challenge 8: Alternate Hero

To complete this challenge, you must finish the level as Bruce Banner.

Note

Although you can complete this challenge during Story mode, it's much safer to do so during Free Play.

After you unlock Free Play for this level, revisit the map as Bruce Banner. The easiest way to complete this challenge is to play as Hulk until Mastermind conjures the two Hulk illusions during the battle's final phase. When this happens, switch back to Bruce Banner and activate your Tag Move to deal heavy damage to both enemies. Use Bruce Banner's melee attacks to defeat the facsimile Hulks and finish the level.

Challenge 9: Combo Master

To complete this challenge, you must perform a x 10 combo.

When Mastermind conjures the miniature Hulks, draw the enemies into a single group and unleash one of the Hulk's powerful melee combos. Each attack should hit multiple enemies, allowing you to build a x10 combo by the time the Hulk slams both of his fists into the ground.

Tip

If you have trouble completing this challenge, revisit the level as a character with a rapid-fire ranged attack to complete the challenge during Free Play.

Challenge 10: Multi-Challenge

To complete this challenge, you must take less than five hearts of damage, avoid using any Super Moves, and finish the level within the 120-second time limit.

The time is fairly generous, and the smaller enemies aren't bound to give you much trouble. The most dangerous part of the encounter is sure to be the battle's final phase. The best way to avoid taking damage is to separate the false Hulks before you commit to a melee combo. Whenever these formidable enemies are near each other, use the Dodge move to charge one of them and knock him back a few steps. You're prohibited from using Super Moves, but a well timed Tag Move can help keep you out of trouble. Stay healthy and finish the level within the allotted time.

Note

After you complete this challenge, Human Torch (Ultimate) can be purchased for 12,500 studs.

The Shop
Introduction

The Shop becomes available after you finish level 1C: Sand Central Rooftop. Complete special challenges to unlock new items, then use LEGO studs to purchase characters, Super Moves, and Red Bricks as they're added to the Shop.

The Shop
Characters

Complete special challenges to unlock characters, then purchase them from the Shop to add them to your roster.

Playable Characters

Portrait	Name	Stud Cost	Prerequisite
	Agent Phil Coulson	5000	Complete the Multi-Challenge in Level 8A: Mansion Foyer
	Aunt May	5000	Complete the Finish Line challenge in Level 11A: Power Plant Interior
	Beast	12500	Complete the Finish Line challenge in Level 8C: Hangar
	Beast (Astonishing)	12500	Complete the Finish Line challenge in Level 10C: Submarine Pen
	Black Widow	12500	Complete the Finish Line challenge in Level 3B: Oscorp Basement
	Black Widow (Classic)	12500	Complete the Multi-Challenge in Level 3B: Oscorp Basement
	Bruce Banner	5000	Complete the Finish Line challenge in Level 4B: Prison Interior
	Captain America	12500	Complete the Finish Line challenge in Level 2A: The Lab
	Captain America (Classic)	12500	Complete the Finish Line challenge in Level 7C: Throne Room
	Captain America (WW2)	12500	Complete the Finish Line challenge in Level 6A: Underground Foundations
	Captain Steve Rogers	12500	Complete the Multi-Challenge in Level 6C: Portal Room
	Cyclops	12500	Complete the Finish Line challenge in Level 10A: The Bridge
	Cyclops (Astonishing)	12500	Complete the Multi-Challenge in Level 10C: Submarine Pen
	Daredevil	12500	Complete the Multi-Challenge in Level 2C: Times Square
	Dark Phoenix	12500	Complete the Multi-Challenge in Level 9C: Throne Room
	Deadpool	12500	Complete the Multi-Challenge in Level 7A: The Bifrost
	Doctor Doom	12500	Complete the Finish Line challenge in Level 14C: Cosmic Weapon
	Doctor Doom 2099	12500	Complete the Finish Line challenge in Level 15B: The Chase
	Doctor Octopus	12500	Complete the Finish Line challenge in Level 14B: The Bridge
	Doctor Octopus (Ultimate)	12500	Complete the Multi-Challenge in Level 7B: The City
	General Ross	5000	Complete the Finish Line challenge in Level 13A: Landing Pad
	Green Goblin	12500	Complete the Finish Line challenge in Level 12A: The Beach
	Green Goblin (Demogoblin)	12500	Complete the Multi-Challenge in Level 12B: The Jungle
	Gwen Stacy	5000	Complete the Finish Line challenge in Level 3C: Symbiote Labs
	Hawkeye	12500	Complete the Finish Line challenge in Level 3A: Oscorp Offices
	Hawkeye (Classic)	12500	Complete the Multi-Challenge in Level 3C: Symbiote Labs
	Howard Stark	5000	Complete the Multi-Challenge in Level 5A: Stark Garage
	Hulk	0	Complete the Finish Line challenge in Level 1A: Park Avenue
	Hulk (Gray)	12500	Complete the Finish Line challenge in Level 1B: Sand Central Interior
	Hulk (Minifig)	12500	Complete the Multi-Challenge in Level 4C: Prison Rooftop
	Human Torch	12500	Complete the Finish Line challenge in Level 6B: Hydra Base
	Human Torch (Ultimate)	12500	Complete the Multi-Challenge in Level 11C: Liberty Head
	Iceman	12500	Complete the Finish Line challenge in Level 8B: Mansion Exterior
	Invisible Woman	12500	Complete the Finish Line challenge in Level 9A: Castle Rooftops
	Invisible Woman (Future Foundation)	12500	Complete the Multi-Challenge in Level 10A: The Bridge
	Iron Man	0	Complete the Finish Line challenge in Level 1B: Sand Central Interior
	Iron Man (Heartbreaker)	12500	Complete the Multi-Challenge in Level 4B: Prison Interior
	Iron Man (Heroic Age)	12500	Complete the Finish Line challenge in Level 10B: Loading Bay
	Iron Man (Hulkbuster)	12500	Complete the Multi-Challenge in Level 5C: Penthouse Exterior
	Iron Man (Mk1)	12500	Complete the Finish Line challenge in Level 5B: Stark Labs
	Iron Man (Mk39)	12500	Complete the Multi-Challenge in Level 7C: Throne Room
	Iron Man (Mk42)	12500	Complete the Finish Line challenge in Level 5C: Penthouse Exterior
	Iron Patriot	12500	Complete the Finish Line challenge in Level 15B: The Chase
	J. Jonah Jameson	12500	Complete the Multi-Challenge in Level 2B: Baxter Rooftop
	Jean Grey	12500	Complete the Finish Line challenge in Level 8A: Mansion Foyer
	Jean Grey (First Class)	12500	Complete the Multi-Challenge in Level 9B: Rooftop Entrance
	Jean Grey (Pheonix)	12500	Complete the Multi-Challenge in Level 11B: Statue Interior
	Juggernaut	12500	Complete the Finish Line challenge in Level 13C: Magneto's Lair
	Juggernaut (Kuurth)	12500	Complete the Multi-Challenge in Level 14A: Control Room
	Loki	12500	Complete the Finish Line challenge in Level 15A: Helicarrier Assault
	Magneto	12500	Complete the Multi-Challenge in Level 14C: Cosmic Weapon
	Magneto (Modern)	12500	Complete the Multi-Challenge in Level 15C: Final Battle
	Maria Hill	5000	Complete the Multi-Challenge in Level 8C: Hangar
	Mary Jane Watson	5000	Complete the Finish Line challenge in Level 2C: Times Square
	Mister Fantastic	12500	Complete the Finish Line challenge in Level 2B: Baxter Rooftop
	Mister Fantastic (Future Foundation)	12500	Complete the Finish Line challenge in Level 7A: The Bifrost
	Mystique	12500	Complete the Multi-Challenge in Level 14A: Control Room
	Mystique (House of M)	12500	Complete the Multi-Challenge in Level 15A: Helicarrier Assault
	Nick Fury	12500	Complete the Finish Line challenge in Level 9C: Throne Room
	Nick Fury Sr.	12500	Complete the Finish Line challenge in Level 11A: Power Plant Interior
	Norman Osborn	5000	Complete the Multi-Challenge in Level 6C: Portal Room
	Pepper Potts	5000	Complete the Multi-Challenge in Level 5B: Stark Labs
	Pepper Potts (Rescue)	12500	Complete the Multi-Challenge in Level 12A: The Beach
	Punisher	12500	Complete the Multi-Challenge in Level 12C: Central Core
	Pyro	12500	Complete the Finish Line challenge in Level 12B: The Jungle
	Red Hulk	12500	Complete the Finish Line challenge in Level 13B: Asteroid Interior
	Sabretooth	12500	Complete the Finish Line challenge in Level 11B: Statue Interior
	Sandman	12500	Complete the Finish Line challenge in Level 1C: Sand Central Rooftop
	Sandman Goon	12500	Complete the Multi-Challenge in Level 1A: Park Avenue
	Scarlet Spider (Classic)	12500	Complete the Multi-Challenge in Level 6B: Hydra Base
	Silver Surfer	12500	Complete the Finish Line challenge in Level 15C: Final Battle
	Spider-Man	0	Complete the Finish Line challenge in Level 1C: Sand Central Rooftop
	Spider-Man (Future Foundation)	12500	Complete the Finish Line challenge in Level 4C: Prison Rooftop
	Spider-Man (Miles Morales)	12500	Complete the Finish Line challenge in Level 8B: Mansion Exterior
	Spider-Man (Symbiote Suit)	12500	Complete the Multi-Challenge in Level 3A: Oscorp Offices
	Spider-Man 2099	12500	Complete the Multi-Challenge in Level 2A: The Lab
	Stan Lee	25000	Complete all 15 Excelsior! challenges
	Star-Lord	12500	Complete the Multi-Challenge in Level 13B: Asteroid Interior
	Storm	12500	Complete the Finish Line challenge in Level 12C: Central Core
	Storm (White Suit)	12500	Complete the Multi-Challenge in Level 14B: The Bridge
	The Thing	12500	Complete the Finish Line challenge in Level 9B: Rooftop Entrance
	The Thing (Future Foundation)	12500	Complete the Multi-Challenge in Level 10B: Loading Bay
	Thor	12500	Complete the Finish Line challenge in Level 7B: The City
	Thor (Classic)	12500	Complete the Multi-Challenge in Level 13C: Magneto's Lair
	Tony Stark	12500	Complete the Finish Line challenge in Level 5A: Stark Garage
	Tony Stark (Suit)	12500	Complete the Finish Line challenge in Level 11C: Liberty Head
	War Machine	12500	Complete the Multi-Challenge in Level 13A: Landing Pad
	Wolverine	12500	Complete the Finish Line challenge in Level 4A: Prison Entrance
	Wolverine (Days of Future Past)	12500	Complete the Multi-Challenge in Level 6A: Underground Foundations
	Wolverine (Tan)	12500	Complete the Multi-Challenge in Level 4A: Prison Entrance
	Wolverine (X-Force)	12500	Complete the Multi-Challenge in Level 9A: Castle Rooftops

The Shop
Super Moves

Many characters have secondary Super Moves that can be purchased from the Shop. These items only become available after you unlock and purchase the corresponding characters.

Secondary Super Moves

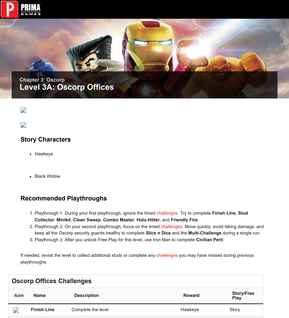
Character	Stud Cost	Icon	Move Type
Beast	10000		Directional Attack
Beast (Astonishing)	10000		Directional Attack
Dark Phoenix	10000		Directional Attack
Deadpool	10000		Area Attack
Hawkeye	10000		Directional Attack
Hawkeye (Classic)	10000		Directional Attack
Hulk	10000		Directional Attack
Hulk (Gray)	10000		Directional Attack
Hulk (Minifig)	10000		Directional Attack
Human Torch	10000		Directional Attack
Human Torch (Ultimate)	10000		Directional Attack
Iron Man	10000		Directional Attack
Iron Man (Heartbreaker)	10000		Directional Attack
Iron Man (Heroic Age)	10000		Directional Attack
Iron Man (Hulkbuster)	10000		Area Attack
Iron Man (Mk1)	10000		Area Attack
Iron Man (Mk39)	10000		Directional Attack
Iron Man (Mk42)	10000		Directional Attack
Iron Patriot	10000		Directional Attack
Jean Grey	10000		Directional Attack
Jean Grey (First Class)	10000		Directional Attack
Jean Grey (Pheonix)	10000		Directional Attack
Juggernaut	10000		Directional Attack
Juggernaut (Kuurth)	10000		Directional Attack
Loki	10000		Directional Attack
Magneto	10000		Directional Attack
Magneto (Modern)	10000		Directional Attack
Mister Fantastic	10000		Area Attack
Mister Fantastic (Future Foundation)	10000		Area Attack
Pepper Potts (Rescue)	10000		Directional Attack
Pyro	10000		Directional Attack
Red Hulk	10000		Directional Attack
Sabretooth	10000		Directional Attack
Sandman	10000		Area Attack
Scarlet Spider (Classic)	10000		Area Attack
Silver Surfer	10000		Directional Attack
Spider-Man	10000		Area Attack
Spider-Man (Future Foundation)	10000		Area Attack
Spider-Man (Miles Morales)	10000		Area Attack
Spider-Man (Symbiote Suit)	10000		Area Attack
Spider-Man 2099	10000		Area Attack
Stan Lee	10000		Directional Attack
Star-Lord	10000		Area Attack
Thor	10000		Directional Attack
Thor (Classic)	10000		Directional Attack
War Machine	10000		Directional Attack
Wolverine	10000		Directional Attack
Wolverine (Days of Future Past)	10000		Directional Attack
Wolverine (Tan)	10000		Directional Attack
Wolverine (X-Force)	10000		Directional Attack

The Shop
Red Bricks

When you complete a Red Brick challenge, the related Red Brick appears in the Shop. Purchase and activate Red Bricks to take advantage of special bonuses as you play through the game.

Red Brick Bonuses

Icon	Bonus Effect	Stud Cost	Prerequisite
	×2 Super Move Slot	17500	Complete the Red Brick challenge in Level 1A: Park Avenue
	×3 Super Move Slot	17500	Complete the Red Brick challenge in Level 6C: Portal Room
	×4 Super Move Slot	17500	Complete the Red Brick challenge in Level 10B: Loading Bay
	×5 Super Move Slot	17500	Complete the Red Brick challenge in Level 13B: Asteroid Interior
	Animal Sounds	17500	Complete the Red Brick challenge in Level 7C: Throne Room
	Big Heads	17500	Complete the Red Brick challenge in Level 3C:
	Bubble Effects	17500	Complete the Red Brick challenge in Level 4A: Prison Entrance
	Collectible Detector	17500	Complete the Red Brick challenge in Level 5C: Penthouse Exterior
	Comedy Weapon	17500	Complete the Red Brick challenge in Level 9C: Throne Room
	Confetti Effects	17500	Complete the Red Brick challenge in Level 11C: Liberty Head
	Extra Heart	17500	Complete the Red Brick challenge in Level 8C: Hangar
	Health Regeneration	17500	Complete the Red Brick challenge in Level 14C: Cosmic Weapon
	Honking Sounds	17500	Complete the Red Brick challenge in Level 2C: Times Square
	Invincibility	75500	Complete the Red Brick challenge in Level 15C: Final Battle
	Party Time	17500	Complete the Red Brick challenge in Level 12C: Central Core



Chapter 3: Oscorp

Level 3A: Oscorp Offices

Story Characters

- Hawkeye
- Black Widow

Recommended Playthroughs

1. *Playthrough 1:* During your first playthrough, ignore the timed challenges. Try to complete **Finish Line**, **Stud Collector**, **Minikit**, **Clean Sweep**, **Combo Master**, **Holo-Hitter**, and **Friendly Fire**.
2. *Playthrough 2:* On your second playthrough, focus on the timed challenges. Move quickly, avoid taking damage, and keep all the Oscorp security guards healthy to complete **Slice n Dice** and the **Multi-Challenge** during a single run.
3. *Playthrough 3:* After you unlock Free Play for this level, use Iron Man to complete **Civilian Peril**.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Oscorp Offices Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Hawkeye	Story
	Stud Collector	Collect over 25,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Story
	Slice n Dice	Escape the laser tunnel in 100 seconds or less	None	Story
	Civilian Peril	Rescue all 3 civilians	None	Free Play
	Clean Sweep	Defeat all 15 enemies	None	Story
	Combo Master	Perform a x10 combo	None	Story
	Holo-Hitter	Destroy all Oscorp holo-signs	None	Story
	Friendly Fire	Lure an Oscorp security guard into destroying one of his own	None	Story
	Multi-Challenge	Finish the level 100 seconds; Don't allow any Oscorp security guards to be harmed; Take no damage	Spider-Man (Symbiote Suit)	Story

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

When the level starts, locate the switches to the right and use Hawkeye's sharpshooting ability to hit all three targets with a single shot. After the nearby lasers switch off, use ranged attacks to deal with the Oscorp security guards on the other side of the barricade.

Caution

Oscorp security guards are armed with energy weapons and explosive grenades. Use the Dodge move to slip away from incoming attacks.

Search the area for studs and breakable objects, then use Hawkeye's sharpshooting ability to activate the three switches near the locked door.

Follow the corridor to find more security guards waiting in the next area. After you clear out the enemies and search the room, use the sharpshooting ability to open the next door.

Follow the corridor to find more security guards in a large office. Defeat the enemies and their reinforcements, then search the area for studs and breakable objects. When you're ready, use the sharpshooting ability to open the next door and step onto the elevator.

When the elevator stops, step into the hall and locate the three switches near the security gate. Once again, use the sharpshooting ability to trigger all three switches with a single attack. When the gate opens, continue into the next corridor. Clear out the enemies blocking your path. Search the rooms on either side of the corridor to find more enemies, studs, and breakable objects.

The room toward the bottom of the screen contains a large red bomb. If you opt to explore this room, hit the bomb to knock it to the ground, then dash away to get clear of the explosion. When you're ready, follow the corridor into the laser tunnel.

As you approach the furniture near the end of the tunnel, the laser grid activates and begins moving toward you. Turn back and run out of the tunnel to avoid getting caught in the trap.

Wait in the corridor until the laser grid reaches the tunnel entrance and deactivates. As the device moves back to its original position, dash through the tunnel to reach the next area before the lasers switch back on.

You exit the laser tunnel just in time to see a Venom goo enemy take control of a scientist. Defeat this enemy and deal with the reinforcements that appear in the once the battle begins. The room contains three infected scientists and a loose Venom goo enemy. Use ranged attacks to prevent the Venom goo enemy from touching you.

Caution

The first time you strike a Venom goo enemy, it splits into two smaller enemies. Be prepared to deal with the smaller creatures' lunging attacks.

Once you've dealt with the enemies, search the area for studs and breakable objects. When you're ready, continue up the steps and into the next corridor to finish the level.

Note

After you complete this challenge, Hawkeye can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 25,000 studs before the level ends.

This map is packed with studs, enemies, and breakable objects. To earn the required studs, just make a full sweep of each area as you progress through the level.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

This minikit is hidden at the end of the level. After you defeat the infected scientists, use Hawkeye's ranged attack to destroy the flowers located at each corner of the room.

After you destroy all four bunches of flowers, the minikit appears on the floor in the center of the room.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Slice n Dice

To complete this challenge, you must pass through the laser tunnel within the 100-second time limit.

The best way to ensure that you beat the clock is to avoid wasting time battling enemies and smashing furniture. However, it's surprisingly easy to lose valuable seconds while using the sharpshooting ability. Standing too close to the switches can prevent some of your arrows from hitting their targets, and standing too far away can make it difficult to keep all three switches on the screen. Each time you reach a set of switches, take the time to position yourself before you activate the sharpshoot ability.

When you reach the laser tunnel, remember that you have to wait for the device to deactivate before you can proceed. Move through the tunnel until the laser grid activates, then run back out of the tunnel. As soon as the lasers switch off, dash through the tunnel to reach the next area within the allotted time.

Challenge 5: Civilian Peril

To complete this challenge, you must find and rescue all three of the civilians scattered throughout the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, select Iron Man (or a character with similar abilities) to complete this challenge. After you clear the enemies from the first large office, use Iron Man's ranged attack to blast through the silver LEGO bars along the back wall. Destroy the bars to free the map's first civilian.

The two remaining civilians are located in the rooms just before the laser tunnel. When you reach the tunnel entrance, enter the room near the top of the screen to find a civilian cowering behind an overturned desk. Defeat the nearby security guard, then destroy the desk to rescue the civilian.

When you're ready, search the room across the corridor. Defeat the security guards and smash through their barricade to find another civilian hiding behind a desk. Smash the desk to rescue the civilian.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat 15 Oscorp security guards before the level ends.

You'll find most of the enemies lying in wait along the main path, but there are a few enemies that might go unnoticed if you rush through the level. Before you step on the elevator, make sure that you've cleared out all the reinforcements that emerge from the door near the back of the room. These enemies take a few seconds to arrive, and they often hide behind furniture in areas you might have already searched.

As long as you search all the rooms near the laser tunnel's entrance, you should not have any trouble completing this challenge. Just make a thorough sweep of each area as you progress through the level.

Challenge 7: Combo Master

To complete this challenge, you must perform a × 10 combo.

Because the security guards tend to take cover behind overturned furniture, the best place to complete this challenge is at the end of the level. Defeat the first infected scientist and wait for the hidden enemies to show themselves. Use Hawkeye's ranged attack to earn a ×10 combo as you keep the enemies at bay.

Challenge 8: Holo-Hitter

To complete this challenge, you must destroy all four of the Oscorp holo-signs scattered around the level.

The first holo-sign is at the start of the level.

The second holo-sign is near the silver LEGO bars in the first large office.

The third holo-sign is in the second large office. Before you step on the elevator, search the room to find the holo-sign along the back wall.

The fourth holo-sign is in one of the rooms just before the laser tunnel. Before you enter the laser tunnel, search the room near the top of the screen to find the holo-sign along the back wall. Destroy all four holo-signs to complete the challenge.

Challenge 9: Friendly Fire

To complete this challenge, you must bait an Oscorp security guard into attacking one of his allies.

The Oscorp security guards aren't shy about using their grenades. When you encounter a group of security guards, simply linger near one of the enemies until someone tosses a grenade into the area—just make sure that you dodge any incoming attacks as you wait.

Challenge 10: Multi-Challenge

To complete this challenge, you must avoid taking damage and ensure that all Oscorp security guards remain unharmed as you complete the level within the 100-second time limit.

Surprisingly, one of the most difficult parts of completing this challenge is making sure the Oscorp security guards don't hurt themselves. When you deactivate the laser wall at the start of the level, the guard on the right is knocked to the ground. Quickly skip through the gap just left of the nearby column to ensure that the other security guard doesn't lob a grenade. Once you're past the barricade, dash away from both enemies to reduce the chances of anyone getting hurt.

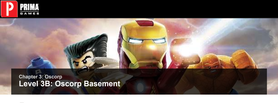
Because you're forced to ignore most of the level's enemies, it can be very fairly difficult to use the sharpshooting ability without taking damage. Try to coax any nearby enemies into attacking, then dodge, use the sharpshooting ability, and quickly dodge the next incoming attack.

When you encounter larger groups of Oscorp security guards, it can be very difficult to keep them from hurting each other. Hang back just long enough for any incoming grenades to land a safe distance from the group before you move in. As you dash through a hostile area, time your movements to ensure that both you and your enemies remain safe from the impending shots.

Once you've made it past the laser tunnel, there are no more Oscorp security guards to worry about. Defeat the remaining enemies and finish the level without the allotted time.

Note

After you complete this challenge, Spider-Man (Symbiote Suit) can be purchased for 12,500 studs.



Chapter 3: Descent

Level 3B: Oscorp Basement

Story Characters

- Black Widow
- Hawkeye

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, ignore the timed challenges. Try to complete **Finish Line**, **Stud Collector**, **Excelsior!**, **Combo Master**, and **Goo Away**.
2. Playthrough 2: During your second playthrough, attempt the timed challenges. If you defeat the Hazmat enemy and all the Venom Goo enemies as you race through the level, you should be able to complete **Rapid Repair** and the **Multi-Challenge** (Classic) challenge.
3. Playthrough 3: After you unlock Free Play for this level, use Hawkeye's sharpshooting ability to complete **Clean Sweep** and **Going Up**.
4. Playthrough 4: Return to the level as Iron Man to complete the **Minikit** challenge.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Oscorp Basement Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Black Widow	Story
	Stud Collector	Collect over 30,000 studs	None	Story
	Minikit	Collect the Minikit	Collectible Card	Free Play
	Rapid Repair	Repair the generator in 90 seconds or less	None	Story
	Excelsior!	Find and rescue Stan Lee	None	Story
	Clean Sweep	Defeat all 26 enemies	None	Free Play
	Combo Master	Perform a +10 combo	None	Story
	Goo Away	Destroy all Venom containers	None	Story
	Going Up	Call down the Oscorp lift	None	Free Play
	Multi-Challenge	Finish the level in 100 seconds; Defeat all Venom goo enemies; Defeat the Hazmat enemy	Black Widow (Classic)	Story

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

When the level starts, use Black Widow's ranged attacks to defeat the Venom goo enemy that appears in your path. Follow the walkway to the large platform and clear out the area's remaining enemies.

Search the platform for studs and breakable objects, then destroy the bars in front of the lift. When you're ready, step onto the lift and ride to the upper floor.

> **Tip**
>
> If you want to search the platforms between the two floors, hop off the lift before it reaches the top of the shaft. When you're done, drop down to the lower floor and hop back onto the lift.

Search the upper floor for enemies and breakable objects. When you're ready, use the lever at the far end of the walkway to open the nearby door. Follow the path into the next area.

Once you pass through the door, follow the corridor toward the end of the map. Use ranged attacks to clear out the enemies and objects that appear along the path. When you reach Venom, he disappears behind a security door and a several enemies drop into the area. Clear the area and continue through the corridor.

Move past the containment cells and clear out the Venom goo enemies at the end of the corridor.

When it's safe, sweep the area for studs and breakable objects, then assemble the Build-it near the back wall to repair the generator and open the security door.

Move back toward the security door. As you approach the containment cells, a Hazmat goon bursts into the corridor. Take down this enemy with a steady stream of ranged attacks. If he charges toward you, slip behind him and attack the tank on his back to finish him with a single blow. After you defeat the Hazmat Goon, clear out the enemies that emerge from the containment cells.

When it's safe, continue back to the security door and deal with the waiting enemies. Collect any remaining studs, then head through the open security door to finish the level.

> **Note**
>
> After you complete this challenge, Black Widow can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 30,000 studs before the level ends.

This level is littered with enemies and breakable objects. As long as you make a full sweep of each area, you shouldn't have any trouble reaching the required amount. Make sure that you rescue Stan Lee in the starting area, and don't forget to search all the platforms on either side of the lift.

If you're thorough, you should collect at least 30,000 by the time you repair the generator. This area is filled with enemies, breakable objects, and some valuable loose studs. If you're still a little short, be sure to clear out all the enemies that attack you on the way back to the security door.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

> **Note**
>
> This challenge can be completed only during Free Play.

After you unlock Free Play for this level, use Iron Man to reveal the hidden minikit. After you clear out the enemies in the starting area, use the lift to reach the upper floor. When the lift stops, step onto the walkway and move left to find a Venom goo enemy near a silver LEGO crate.

Use Iron Man's ranged attack to defeat the enemy and destroy the crate. After the crate shatters, collect the revealed minikit.

> **Note**
>
> After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Rapid Repair

To complete this challenge, you must repair the generator within the 90-second time limit.

The simplest way to stay ahead of the clock is to avoid collecting studs or smashing breakable objects. You should have more than enough time to defend yourself from any attackers—just use Black Widow's rapid-fire ranged attacks to clear the enemies you spot on your way along the main path.

Reach the end of the map and assemble the Build-it near the back wall to repair the generator. After you complete this challenge, you're free to double back through the map and take care of any unfinished business before you end the level.

Challenge 5: Excelsior!

To complete this challenge, you must find and rescue Stan Lee.

After you defeat the enemies in the starting area, check the right side of the room to find Stan Lee waiting at the end of a short walkway.

Approach Stan Lee until he's pulled through the nearby door, then defeat the enemies that drop down onto the walkway. When the area is clear, Stan Lee emerges from the door and the challenge is complete.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat all 26 infected scientists.

> **Note**
>
> This challenge can be completed only during Free Play.

After you unlock Free Play for this level, use Hawkeye's sharpshooting ability to help you complete this challenge. Black Widow's ranged attacks are very effective at clearing large groups of enemies, so consider using her to progress through the level. Before you step onto the lift, make sure that you clear out all eight infected scientists in the starting area—this includes the enemies that appear when you approach Stan Lee.

Ride the lift to the upper floor, then defeat the two enemies on your way to the corridor. When you step into the corridor, switch to Hawkeye and use his sharpshooting ability to activate the broken elevator. When you do, the elevator car comes crashing down, automatically defeating the two infected scientists inside the shaft.

Clear out all the enemies on your way down the corridor, then repair the generator and head back to the containment cells. Defeat the Hazmat goon to open the cells, then deal with the infected scientists as they attack. Fight your way back to the security door to clear out the remaining enemies before you end the level.

Challenge 7: Combo Master

To complete this challenge, you must perform a +10 combo.

With Black Widow's ranged attack, you can earn some impressive combos whenever there are three or more enemies in a single area. The simplest way to complete this challenge is to race to the center of the starting area and wait for a few enemies to appear. When the third enemy arrives, use your ranged attacks to perform a +10 combo as you switch between targets.

Challenge 8: Goo Away

To complete this challenge, you must destroy all five Venom Containers scattered throughout the level.

The first Venom container is located in the starting area. Simply follow the walkway to the large platform.

The second Venom container is beside the small lift in the starting area. Step onto the lift, then hop out of the shaft as you pass by the small walkway between the two floors. Move right to find the container at the end of the nearby platform.

The third Venom container is across from the large security door. When you reach this area, move toward the bottom of the screen to find the container tucked behind a desk.

The fourth Venom container is at the far end of the map. When you reach the end of the corridor, move past the generator to find the Venom container in the corner of the room.

The fifth Venom container can be reached only after the Hazmat goon breaks out of his cell. After you repair the generator, return to the containment cells to find the revealed container. Destroy all five Venom containers before the level ends.

Challenge 9: Going Up

To complete this challenge, you must call down the broken elevator just inside the corridor.

> **Note**
>
> This challenge can be completed only during Free Play.

After you unlock Free Play for this level, use Hawkeye's sharpshooting ability to trigger the switches just inside the corridor on the upper floor. Hit all three switches with a single shot to call the elevator and cause it to come crashing down to the ground.

Challenge 10: Multi-Challenge

To complete this challenge, you must clear out the all 12 Venom goo enemies, defeat the Hazmat goon, and finish the level within the 100-second time limit.

The level contains six large Venom goo enemies. When you attack one of these larger creatures, it splits into two smaller Venom goo enemies. You must defeat all 12 of the smaller Venom goo enemies to complete this objective. You'll encounter the first Venom goo enemy as soon as the level starts. Blast it with Black Widow's ranged attack to split it in half, then keep firing until you defeat both of the smaller creatures.

The next Venom goo enemies appear when you approach Stan Lee. Make sure you deal with these creatures before you hop on the lift.

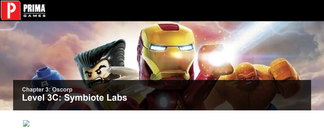
The next Venom goo enemies are waiting near the top of the lift. When you reach the upper floor, clear the walkway to the left before you continue through the level.

When you reach the security door, clear out the infected scientists that appear in the area to reveal the hidden Venom goo enemies.

The remaining Venom goo enemies are located near the generator at the end of the map. Blast both of the large Venom goo enemies, then defeat the smaller creatures to complete your first task. Once you've defeated all 12 of the small Venom goo creatures, repair the generator and hurry back to the containment cells.

Defeat the Hazmat goon as quickly as possible, then race back to the security door. End the level within the time limit to complete the challenge.

> **Note**
>
> After you complete this challenge, Black Widow (Classic) can be purchased for 12,500 studs.



Chapter 3: Oscorp

Level 3C: Symbiote Labs

Story Characters

- Spider-Man

- Hawkeye

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, ignore the timed challenges. Try to complete **Finish Line**, **Stud Collector**, **Clean Sweep**, **Civilian Peril**, and **You Rang** by the time you finish the level.
2. Playthrough 2: During your second playthrough, focus on the timed challenges. Try to complete **Venom Vanquisher**, **Hazmat Hazard**, and the **Multi-Challenge** during a single attempt.
3. Playthrough 3: During Free Play, use Hawkeye to complete the **Red Brick** challenge.
4. Playthrough 4: During Free Play, use Jean Grey to complete the **Minikit** challenge.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Symbiote Labs Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Gwen Stacy	Story
	Stud Collector	Collect over 13,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Free Play
	Venom Vanquisher	Defeat Venom in 120 seconds or less	None	Story
	Red Brick	Collect the Red Brick	Big Heads	Free Play
	Clean Sweep	Defeat all 12 enemies	None	Story
	Hazmat Hazard	Do not defeat the Hazmat goon	None	Story
	Civilian Peril	Rescue the civilian	None	Story
	You Rang	Ring the bell 3 times	None	Story
	Multi-Challenge	Finish the level in 120 seconds; Take no damage; Beat the level without a Tag partner	Hawkeye (Classic)	Story

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

When the level starts, search for studs and breakable objects as you make your way down the corridor. When you spot Venom, clear out the enemies that emerge from the floor.

When the area is clear, approach the bars to the right. Destroy the two large machines near the bars to blast a path to the next room.

Caution

After the explosion, wait for the flames to die down before you approach the bars.

When you pass through the bars, Venom makes another brief appearance and more enemies emerge from the floor. Defeat your attackers to lure Venom back into the room.

Venom doesn't attack at this point, so you're free to search the room for any items of interest. When you're ready, approach Venom and use Spider-Man's Grab move to latch onto the tank beneath him.

After a moment, the tank topples over, dropping Venom to the ground and leaving him stunned. Attack Venom until he recovers.

When Venom recovers, he leaves the room and three more infected scientists appear in the area. Clear out these enemies, then watch the floor for signs of movement.

After you defeat the scientists, three bubbling puddles of Venom goo appear on the floor. Move clear of all three puddles to avoid the giant tentacles that burst into the room.

Wait for the tentacles to sink back into the floor. When they do, Venom appears on the large tank to the right. Assemble the Build-it near the tank to create an explosive device, then move back and wait for it to detonate.

The explosion knocks Venom to the ground, leaving him stunned. Attack Venom until he recovers, then watch the ground for more bubbling puddles of Venom goo. Move to safety and wait for the next round of tentacles to emerge.

When the tentacles sink back into the floor, venom appears on a nearby tank and summons another wave of enemies. A Hazmat goon bursts through the wall to the right, and three infected scientists emerge from the floor. Dash away from the enemies and use ranged attacks to pick off the scientists. When the Hazmat goon charges, slip behind him and strike the tank on his back to defeat him with a single attack.

Once you've dealt with your attackers, assemble the Build-it near the wall to the right.

When all the bits are in place, the Build-it forms a large bell. Use Spider-Man's Grab move to ring the bell and knock Venom back to the floor.

When you're ready, attack Venom until he collapses to finish the level.

Note

After you complete this challenge, Gwen Stacy can be purchased for 5,000 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 13,000 studs before the level ends.

The level contains plenty of enemies and destructible objects, so take the time to clear the entire map.

Before you engage Venom, use Spider-Man's flight mode (web swinging) to search the hidden platform at the end of the map. After you destroy all the objects on the platform, remember to destroy the container that falls to the ground. Once you've swept the area, defeat the remaining enemies to earn the required studs.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

Note

This challenge can be completed only during Free Play.

After you unlock Jean Grey, use her telekinesis to complete this challenge during Free Play. Before you engage Venom, locate the large pipe segment in the lower-right corner of the map.

Use Jean Grey's telekinesis to lift the pipe segment and reveal the minikit.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Venom Vanquisher

To complete this challenge, you must defeat Venom within the 120-second time limit.

The best way to stay ahead of the clock is to avoid collecting studs or any breakable objects that aren't required to progress through the battle. Spider-Man's ranged attacks are more than capable of clearing out large groups of enemies, but a well-timed Tag Move or Super Move could help you save a few seconds. Keep an eye on the clock, avoid unnecessary exploration, and defeat Venom as quickly as possible.

Challenge 5: Red Brick

To complete this challenge, you must find and collect this level's Red Brick.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, use Hawkeye's sharpshooting ability to activate the three switches near the start of the map.

When you trigger all three switches, the nearby panel slides open to reveal the Red Brick.

Note

After you collect this level's Red Brick, you can purchase the Big Heads Red Brick for 17,500 studs.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat all 12 infected scientists.

This map is fairly simple, so you shouldn't have any trouble finding all the infected scientists before you finish the level. Take your time and clear out each attacker as you move through each area, and make sure you've completed the challenge before you finish the battle with Venom.

Challenge 7: Hazmat Hazard

To complete this challenge, you must finish the level without defeating the Hazmat goon.

The Hazmat goon is an imposing enemy, but his attacks are fairly easy to avoid. Progress through the level until the Hazmat goon appears, then move to the other side of the room and clear out the infected scientists. Once the Hazmat goon moves away from Venom, dash back across the room and assemble the bell. Try to finish the battle before the lumbering enemy catches up to you, or simply dodge the goon's attacks as you complete the level.

Challenge 8: Civilian Peril

To complete this challenge, you must find and rescue a single civilian.

The civilian is hidden in one of the tanks at the end of the level. Before you engage Venom, use Spider-Man's flight mode to reach the hidden platform in the corner of the room. Smash the control panel at the edge of the platform to free the civilian from the nearby tank.

Challenge 9: You Rang

To complete this challenge, you must ring the bell three times before you finish the level.

The first time you ring the bell, Venom falls to the floor. Simply ring the bell two more times before you attack him to complete this challenge.

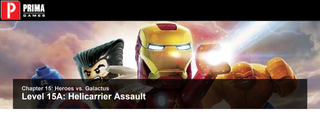
Challenge 10: Multi-Challenge

To complete this challenge, you must avoid taking damage or calling on your Tag partner as you complete the level within the 120-second time limit.

Avoid smashing any objects that aren't required to progress through the level, and use ranged attacks to strike your enemies from a safe distance. When you attempt this challenge, it's particularly important to avoid the tentacles that emerge during the battle with Venom. Stay alert, and move away from any bubbling Venom goo that appears on the floor. Stay healthy, avoid calling on your Tag partner, and defeat Venom within the allotted time.

Note

After you complete this challenge, Hawkeye (Classic) can be purchased for 12,500 studs.



Chapter 15: Heroes vs. Galactus

Level 15A: Helicarrier Assault

Story Characters

- Green Goblin
- *Spider-Man*

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, try to complete **Finish Line**, **Stud Collector**, **Civilian Peril**, **Combo Master**, **Bombs Away**, and **Super Victory**.
2. Playthrough 2: Revisit the level and try to complete **Final Fight** and **Going Pro**.
3. Playthrough 3: After you unlock Free Play for this level, revisit the map as the Human Torch to complete the **Minikit** challenge.
4. Playthrough 4: Revisit the map as a civilian character to complete the **Multi-Challenge** during Free Play.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Helicarrier Assault Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Loki	Story
	Stud Collector	Collect over 9,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Free Play
	Final Fight	Defeat Galactus in 120 seconds or less	None	Story
	Civilian Peril	Rescue all 3 civilians	None	Story
	Going Pro	Clear the level without using a Super Move	None	Story
	Combo Master	Perform a ×10 combo	None	Story
	Bombs Away	Destroy all bombs	None	Story
	Super Victory	Defeat Galactus using a Super Move	None	Story
	Multi-Challenge	Finish the level in 100 seconds; Complete the level without taking any damage; Complete the level as a civilian	Mystique (House of M)	Free Play

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

When the level starts, Galactus comes crashing through one of the helicarrier's rotors. Dash away from Galactus and try to avoid his first attack.

Galactus has four basic attacks that he uses throughout the battle. When you're near the edge of the area, expect Galactus to launch energy beams from one of his hands, or to blast duel energy beams from his eyes. If you notice a blue glow around Galactus's eyes or one of his hands, dash away from the impending attack.

When you're near Galactus, he usually detonates an energy sphere or swipes one of his arms at you. These short-range attacks are much easier to avoid. When you see Galactus create an energy sphere or cock back his arm, dash to the edge of the area.

Caution

Galactus usually selects his attacks based on your relative position, but not always. His energy beams can strike virtually any point on the map, so stay alert and keep moving!

Galactus tracks your position as you move around the area, but he turns fairly slowly. Use this to your advantage! Run to one side of the rotor, then use Green Goblin's ranged attack to hit Galactus with a series of pumpkin bombs. You can usually get several hits in while Galactus rotates to face you. Keep it up until Galactus begins his next attack, then dash to safety, run to the other side of the rotor, and resume your attacks as Galactus slowly turns to face you.

Use the missiles racks on either side of the area to deal heavy damage to Galactus. Attack the nearest rack until it launches all four of its missiles, then run across the map and repeat the process on the remaining rack.

Galactus is very durable, so just keep chipping away at him until his health is depleted and he shields himself with a protective barrier. When this happens, lightning strikes a small generator to the right.

Run over and reassemble the generator to activate the rotor.

As Galactus struggles against the rotor's blades, his barrier vanishes. Run in and attack him while he's vulnerable.

Note

If you attack Galactus until he recovers, you should trigger the battle's next phase. If you fail to do enough damage, however, simply reassemble the generator and attack him again.

After a few seconds, Galactus smashes the rotor and reactivates his protective barrier. Evade his attacks until a bolt of lightning reveals the generator on the other side of the area. Dash over and assemble the generator to restart the rotor.

Once again, Galactus's barrier vanishes as he struggles against the rotor's blades. Attack Galactus until you finish the level.

Note

After you complete this challenge, Loki can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 9,000 studs before the level ends.

The map is very small, and it doesn't contain any secret areas or hidden enemies. To complete this challenge, simply evade Galactus's attacks as you collect loose studs and smash the objects scattered around the area. Make sure you smash the drums near the second generator to find the purple stud stashed beneath them.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as the Human Torch. When the level starts, follow the path as it curves toward the top of the screen to find a chunk of ice. Use the Human Torch to melt the ice and reveal the minikit.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Final Fight

To complete this challenge, you must defeat Galactus within the 120-second time limit.

The only way to save time is to attack Galactus at every opportunity. Don't waste time trying to flank him—just run in and start tossing pumpkin bombs. Watch him closely to anticipate his attacks. Avoid dodging until it's absolutely necessary, then resume your attacks as quickly as possible. Assemble the generators as they become available and defeat Galactus within the allotted time.

Challenge 5: Civilian Peril

To complete this challenge, you must rescue the three civilians located across the map.

All three of the civilians are trapped behind the debris at the edge of the map. Smash the containers near your starting location to rescue the first civilian.

Follow the path as it curves toward the top of the screen until you reach the missile rack, then smash the nearby containers to rescue the second civilian.

Follow the path as it curves toward the bottom of the screen to find a crashed helicopter near the other missile rack. Destroy both halves of the helicopter to rescue the last civilian.

Challenge 6: Going Pro

To complete this challenge, you must finish the level without using any Super Moves.

Green Goblin's pumpkin bombs are very effective, and the available missile racks can deal heavy damage. Simply refrain from using any Super Moves as you chip away at Galactus's health.

Challenge 7: Combo Master

To complete this challenge, you must perform a × 10 combo.

Simply flank Galactus and throw 10 pumpkin bombs as he turns to face you. If you move quickly, you should be able to complete your combo and dash away before he attacks.

Challenge 8: Bombs Away

To complete this challenge, you must destroy the eight bombs scattered across the map.

When the level starts, move toward the bottom of the screen to find two bombs on a forklift. The next three bombs are clustered just to the right.

Follow the path as it curves toward the top of the screen to find the remaining bombs clustered near one of the missile racks. Destroy all of the bombs before you finish the level.

Challenge 9: Super Victory

To complete this challenge, you must use a Super Move to defeat Galactus.

As you battle Galactus, make sure that you collect enough studs to charge a Super Move. Progress through the battle until you assemble the second generator. While Galactus struggles against the rotor, run in and hit him with four ranged attacks to weaken him, then activate Green Goblin's Super Move to finish the battle.

Challenge 10: Multi-Challenge

To complete this challenge, you must avoid taking any damage and finish the level as a civilian within the 100-second time limit.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as any civilian character. When the level starts, dash to the nearest missile rack and launch all four missiles. Evade Galactus's attacks as you run to the missile rack at the opposite side of the map.

Launch the remaining missiles, then switch to Green Goblin and use ranged attacks to chip away at Galactus's health. You must avoid taking any damage for the duration of the battle, so watch him closely and try to anticipate his attacks. You need to beat him fairly quickly, so dodge only when it's necessary. Otherwise, just keep attacking.

Progress through the battle until you assemble the second generator, then switch back to your civilian character. Run in and attack Galactus to finish the level within the time limit.

Tip

You should have collected the Invincibility Red Brick by the time you unlock Free Play for this level. This challenge is much easier if you activate Invincibility before you revisit the map.

After you complete this challenge, Mystique (House of M) can be purchased for 12,500 studs.

Chapter 15: Heroes vs. Galactus

Level 15B: The Chase

Story Characters

- Doctor Octopus

- Mister Fantastic

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, try to complete Finish Line, Stud Collector, Minikit, Clean Sweep, Combo Master, and SUPER Moves!
2. Playthrough 2: Revisit the level and try to complete Double Danger and the Multi-Challenge.
3. Playthrough 3: After you unlock Free Play for this level, revisit the map as any Telekinetic character and complete Excelsior!
4. Playthrough 4: Revisit the map to complete Underdog during Free Play.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

The Chase Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Iron Patriot	Story
	Stud Collector	Collect over 18,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Story
	Double Danger	Defeat Loki in 120 seconds or less	None	Story
	Excelsior!	Find and rescue Stan Lee	None	Free Play
	Clean Sweep	Defeat all 14 enemies	None	Story
	Combo Master	Perform a ×3 combo	None	Story
	Underdog	Complete the level as a civilian	None	Free Play
	SUPER Moves!	Defeat 3 enemies using a single Super Move	None	Story
	Multi-Challenge	Finish the level in 100 seconds; Clear the level without using a Super Move; Beat the level without using a Tag partner	Doctor Doom 2099	Story

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

When the level starts, Loki appears on an antenna tower. When you approach Loki, he summons two illusions. Defeat these enemies, then approach Loki's antenna tower.

Note

If you're trying to complete SUPER Moves! during this playthrough, avoid defeating the illusions until Loki teleports to his second position.

Approach the antenna tower and smash both of the support cables. As the tower topples over, Loki teleports to a large piece of debris to the right and summons more illusions.

When you're ready, head over to Loki and defeat his illusions until he flees the area.

When Loki teleports out of the area, a jet engine rolls into the main path. Hit the jet engine with a melee strike to send it crashing through the nearby debris, then continue to the next area.

As you follow the path through the area, Galactus emerges from the nearby rotor. When this happens, move toward the bottom of the screen and slip past the forklift before Galactus sends it flying across the path. Continue around the rotor and follow the path into the next area.

Smash through the obstacles in your path until you catch up with Loki, then defeat the illusions he summons.

When you clear the area, one of the support posts under Loki's platform begins to crumble. Smash the damaged post to send Loki tumbling to the asphalt.

Attack Loki until he teleports away and a bomber destroys the nearby barricade.

When you're ready, follow the trail of studs out of the area to find Loki and finish the level.

Note

After you complete this challenge, Iron Patriot can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 18,000 studs before the level ends.

When the level starts, smash the crate to the left to find a small stash of valuable studs, then make a full sweep of each area as you follow Loki through the level. This map is littered with loose studs and breakable objects. If you're thorough, you shouldn't have any trouble completing this challenge.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

Before you finish the level, collect the minikit from Loki's platform. When you smash the crumbling support post, one side of the platform drops down to create a ramp. Climb up the ramp to find the minikit.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Double Danger

To complete this challenge, you must defeat Loki within the 120-second time limit.

To stay ahead of the clock, simply avoid searching for studs and breakable objects as you move through each area. Defeat Loki's illusions as soon as they appear, and follow Loki as he teleports across the map.

Challenge 5: Excelsior!

To complete this challenge, you must find and rescue Stan Lee.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as any telekinetic character. Stan Lee is pinned under a beam near the antenna tower. Before you leave the starting area, use telekinesis to lift the beam and rescue Stan Lee.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat 14 illusions before you finish the level.

You should automatically complete this challenge by the time you finish the level. Simply defeat all of the illusions Loki conjures as you chase him across the map.

Challenge 7: Combo Master

To complete this challenge, you must perform a × 3 combo.

As you battle Loki's illusions, attack one or more enemies with a series of melee strikes to perform a ×3 combo.

Challenge 8: Underdog

To complete this challenge, you must finish the level as a civilian character.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as a civilian character. You can switch to Doctor Octopus as you progress through the level—just make sure you switch back to your civilian character before you follow the studs out of the last area.

Challenge 9: SUPER Moves!

To complete this challenge, you must use a single Super Move to defeat three enemies.

Before you engage Loki's illusions, circle the starting area and collect enough studs to charge a Super Move. Dodge incoming attacks, but try not to damage either enemy. When you're ready, topple the antenna tower to force Loki to his second position—after Loki teleports, he summons two more illusions. Gather the illusions and use your Super Move to defeat at least three of them.

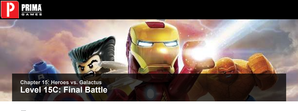
Challenge 10: Multi-Challenge

To complete this challenge, you must refrain from using any Super Moves, avoid calling on your Tag partner, and finish the level within the 100-second time limit.

As long as you keep your objectives in mind, you shouldn't have any trouble completing this challenge. Avoid unnecessary exploration, and use Doctor Octopus' melee strikes to defeat all enemies that you encounter. Avoid using Super Moves or calling on your Tag partner, then defeat Loki and finish the level within the allotted time.

Note

After you complete this challenge, Doctor Doom 2099 can be purchased for 12,500 studs.



Chapter 15: Heroes vs. Galactus

Level 15C: Final Battle

Story Characters

- Thor
- Doctor Doom

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, try to complete **Finish Line**, **Stud Collector**, **Red Brick**, **Clean Sweep**, **Best Defense**, and **Civilian Peril**.
2. Playthrough 2: Revisit the level and complete **Final Fight** and **Flawless Win**.
3. Playthrough 3: Revisit the level as Iron Man to complete the **Minikit** challenge during Free Play.
4. Playthrough 4: Revisit the level as Silver Surfer and complete the **Multi-Challenge**.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Final Battle Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Silver Surfer	Story
	Stud Collector	Collect over 6,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Free Play
	Final Fight	Defeat Galactus in 120 seconds or less	None	Story
	Red Brick	Collect the Red Brick	Invincibility	Story
	Clean Sweep	Defeat all 18 enemies	None	Story
	Flawless Win	Complete the level without taking any damage	None	Story
	Best Defense	Fire both S.H.I.E.L.D. jets at Galactus	None	Story
	Civilian Peril	Rescue all 3 civilians	None	Story
	Multi-Challenge	Finish the level in 100 seconds. Complete the level as Silver Surfer. Defeat Galactus using a Super Move.	Magneto (Modern)	Free Play

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

When the level starts, you're standing directly in front of Galactus. Before you engage him directly, use the weapons scattered around the helicarrier's deck to help speed up the battle.

Tip

Galactus's energy beams are very hard to dodge. To ensure that you escape his initial attack, move onto the studs just in front of Galactus, and wait until he commits to a short-range attack before you dash to safety.

Move behind the missile rack near the center of the map, then launch all four missiles at Galactus.

There are two more missile racks nearby, but you're likely to take damage if you approach them. Use ranged attacks to launch the remaining missiles.

Tip

The area near Galactus is much darker than the rest of the deck. As you move out of Galactus's attack range, the asphalt becomes a much lighter shade of gray. The closer you are to the dark asphalt, the more likely you are to take damage.

Smash the crate located between the S.H.I.E.L.D. jets, then use the revealed Build-it to send one of the jets flying into Galactus.

The second jet is secured to the deck. Destroy all three of the brackets to launch the jet.

Tip

The area past the jets contains three civilians and a few breakable objects. If you choose to search this area, defeat Loki's illusions as they appear.

When the second jet crashes into Galactus, it depletes the last of his health. Galactus then shields himself with a protective turret, making him immune to all attacks. During this phase of the battle, you must defeat six of the illusions that appear near Galactus. You're likely to take damage if you approach them, so use Thor's ranged attacks to lure these enemies away from Galactus.

Continue defeating the illusions until Galactus throws a jet onto the deck. Run to the crash site and assemble the Build-it to open a large portal.

Galactus grabs onto the helicarrier to avoid being pulled into the portal. As he struggles to hang on, his protective barrier vanishes. Run to the missile turret at the edge of the deck, then smash the nearby crate. Use the revealed Build-it to assemble a switch, then pull the switch to fire another round of missiles at Galactus.

Before you continue, take care of any unfinished business you might have in the area. When you're ready, run to the edge of the deck and attack Galactus's hand.

Quickly defeat any illusions that attack you, but try to stay focused on Galactus. When he raises his hand, dash to the corner of the deck to avoid the impending slam attack. Stay near the corner until Galactus's hand is gripping the deck again, then charge in and resume your attacks. Chip away at Galactus's health until you finish the level.

Note

After you complete this challenge, Silver Surfer can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 6,000 studs before the level ends.

Make a full sweep of the area to ensure that you collect the required studs. Use all the weapons scattered around the map, and make sure you search the area past the S.H.I.E.L.D. jets to find more enemies and breakable objects.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as Iron Man. Pass between the S.H.I.E.L.D. jets and look for the silver LEGO crate near the pile of wreckage.

Use Iron Man's ranged attacks to destroy the crate and reveal the minikit.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Final Fight

To complete this challenge, you must defeat Galactus within the 120-second time limit.

If you utilize the available weapons, you can progress the battle very quickly. Use the missile racks and jets to deal heavy damage during the battle's first phase. Stay away from the debris beyond the jets—the extra illusions that appear in the area can cost you valuable time.

When Loki's illusions appear near Galactus, it's important to defeat them quickly. Make sure that you only use ranged attacks when you have an enemy in your sights. Trying to attack off-screen enemies can waste a lot of time. After Galactus throws the jet onto the deck, activate the portal, fire the missile turret, and then run in and defeat Galactus within the allotted time.

Challenge 5: Red Brick

To complete this challenge, you must collect the Red Brick hidden within the level.

The Red Brick is hidden under the missile turret. Smash the nearby crate, assemble the resulting Build-it, then pull the lever to fire the turret. After the attack, the turret explodes and the Red Brick appears on the platform.

Note

After you collect this level's Red Brick, you can purchase the Invincibility Red Brick for 75,000 studs.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat 18 of Loki's illusions before you finish the level.

Search the debris beyond the jets to find four hidden illusions, then progress through the battle until more illusions appear near Galactus. Defeat these enemies as they arrive, and avoid finishing the battle until you've completed the challenge.

Challenge 7: Flawless Win

To complete this challenge, you must finish the level without taking any damage.

When the level starts, bait Galactus into starting a short-range attack, then dash away and run toward the jets.

It's particularly difficult to dodge Galactus's energy beams while he's off-screen. It's best to keep moving, but when you have to assemble a Build-it within Galactus's attack range, try do so just after he fires his energy beams. The pause between attacks should be enough for you to safely finish the job.

Galactus is obviously the biggest threat, but don't underestimate Loki's illusions. They may not be tough, but they're persistent, and you won't always have room to dodge their attacks. Defeat the illusions as they appear to ensure that they don't hit you with an unexpected attack. Finish the battle without taking damage to complete the challenge.

Tip

If you're having trouble staying healthy, use the Invincibility Red Brick to complete this challenge during Free Play.

Challenge 8: Best Defense

To complete this challenge, you must launch two S.H.I.E.L.D. jets at Galactus before you finish the level.

Smash the crate near the S.H.I.E.L.D. jets and assemble the revealed Build-it to send one of the jets crashing into Galactus. To launch the remaining jet, destroy the brackets that are preventing it from taking off.

Challenge 9: Civilian Peril

To complete this challenge, you must rescue the three civilians located within the level.

All three of the civilians are in the debris just beyond the S.H.I.E.L.D. jets. Destroy the forklift near the top of the screen to free the first civilian.

Follow the debris toward the bottom of the screen to find the remaining civilians. Smash the containers in the area until you complete the challenge.

Challenge 10: Multi-Challenge

To complete this challenge, the Silver Surfer needs to be used as well as a Super Move to defeat Galactus within the 100-second time limit.

Note

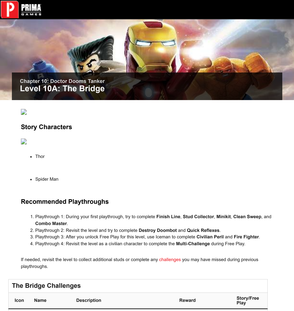
This challenge can be completed only during Free Play.

After you finish this level in Story mode, revisit the map as Silver Surfer. Use the same basic tactics you employed during your first playthrough. Use the missile racks and S.H.I.E.L.D. jets to deal heavy damage to Galactus, clear out the illusions, activate the portal, and then fire the missile turret.

You'll need to move quickly to stay ahead of the clock, but make sure that you collect enough studs to charge a Super Move. When you're ready, head in and attack Galactus while he's hanging onto the helicarrier. Use standard attacks to chip away at Galactus's health, then activate Silver Surfer's Super Move to finish the battle within the allotted time.

Note

After you complete this challenge, Magneto (Modern) can be purchased for 12,500 studs.



Chapter 10: Doctor Dooms Tanker

Level 10A: The Bridge

Story Characters

- Thor

- Spider Man

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, try to complete **Finish Line**, **Stud Collector**, **Minikit**, **Clean Sweep**, and **Combo Master**.
2. Playthrough 2: Revisit the level and try to complete **Destroy Doombot** and **Quick Reflexes**.
3. Playthrough 3: After you unlock Free Play for this level, use Iceman to complete **Civilian Peril** and **Fire Fighter**.
4. Playthrough 4: Revisit the level as a civilian character to complete the **Multi-Challenge** during Free Play.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

The Bridge Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Cyclops	Story
	Stud Collector	Collect over 30,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Story
	Destroy Doombot	Defeat the heavy Doombot in 120 seconds or less	None	Story
	Civilian Peril	Rescue the civilian	None	Free Play
	Clean Sweep	Defeat all 25 enemies	None	Story
	Combo Master	Perform a ×10 Combo	None	Story
	Quick Reflexes	Take less than 3 hearts of damage	None	Story
	Fire Fighter	Extinguish all LEGO fires	None	Free Play
	Multi-Challenge	Finish the level in 130 seconds; Complete the level as a civilian; Complete the level without a Tag partner	Invisible Woman (Future Foundation)	Free Play

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

When the level starts, search the area for enemies, breakable objects, and loose studs. More Doombots and A.I.M. goons appear as you move through the area, so keep an eye out for late arrivals. As you deal with these enemies, be mindful of the flames and explosive barrels scattered throughout the room.

The doorway leading to the next area is blocked. When you're ready, smash both of the terminals near the doorway to open the path.

When you step into the small hallway, Doombots begin dropping into the area. Defeat the enemies as they appear, then move to the switch near the next doorway. Smash the nearby crate to reveal a Build-it, then use the Build-it to assemble a second switch. Activate both switches to open the path, then continue to the next area.

Defeat the enemies waiting just through the doorway, then head down the steps to find a heavy Doombot flanked by two A.I.M. goons. As you battle these enemies, watch for the additional A.I.M. goons that appear in the area. It can be difficult to dodge the heavy Doombot's spinning attacks in such a contained area, so try to use Thor's powerful melee combos to knock this large enemy down before it can attack.

When it's safe, use the nearby Build-it to assemble a lever. Pull the lever to lower the bridge, then continue across the water.

The laser wall at the end of the bridge deactivates as you approach. When the path is clear, step into the enclosure and defeat the Doombots lurking in the area. When it's safe, stand on the nearby switch and ride the lift to the walkway above you.

When you arrive, Doctor Doom flees the area and three more A.I.M. goons drop into your path. Defeat these enemies, then destroy the large generator to deactivate the nearby barrier. When you're ready, follow Doctor Doom out of the area to finish the level.

Note

After you complete this challenge, Cyclops can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 30,000 studs before the level ends.

This level is packed with enemies and breakable objects, so make a full sweep of each area as you move through the level. To ensure that you earn the required studs, try to counter a few enemy attacks along the way.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

As you search the starting area, make sure to destroy the green tanks mounted along the back wall.

Smash all five green tanks to reveal the nearby minikit.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Destroy Doombot

To complete this challenge, you must defeat the heavy Doombot with the 120-second time limit.

As long as you follow a fairly direct route to the heavy Doombot, you should have plenty of time to defeat any Doombots or A.I.M. goons that attack you along the main path. Use Thor's powerful melee attacks to catch the heavy Doombot off-guard, or use Thor's lightning attack to chip away at the large enemy from a safe distance. Defeat the heavy Doombot within the allotted time to complete the challenge.

Challenge 5: Civilian Peril

To complete this challenge, you must rescue the civilian hidden within the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as Iceman. When the level starts, use Iceman's ranged attack to extinguish the LEGO fires near the row of green tanks. Step into the revealed enclosure and activate Iceman's flight mode.

Land on the ledge along the back wall and locate the civilian to the right. Destroy the nearby objects to rescue the civilian and complete the challenge.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat 25 enemies before you finish the level.

As you move through the level, make a complete sweep of each area to ensure that you find all the available Doombots and A.I.M. goons. Most areas contain enemy reinforcements, so make sure that all hidden threats have revealed themselves before you move on.

Challenge 7: Combo Master

To complete this challenge, you must perform a × 10 combo.

Thor's ranged attack is too slow to build extended combos, so stick to melee attacks when you attempt this challenge. Try to build your combo while you fight through the beginning of the level—the first two areas contain plenty of additional enemies waiting to jump into the battle.

Challenge 8: Quick Reflexes

To complete this challenge, you must take less than three hearts of damage over the course of the level.

Tip

It's always a good idea to activate extra Super Move slots, but it's particularly helpful when you attempt this challenge. Thor's Super Move is a great way to clear out some of the map's more dangerous areas.

To ensure that you stay healthy, make sure that you defeat all nearby enemies before you attempt to open either of the blocked doorways. It's also important to avoid the flames and explosive barrels scattered throughout the level.

Dealing with the heavy Doombot is particularly risky while the A.I.M. goons are in the area. Activate Super Moves to clear out the smaller enemies, or use ranged attacks to pick them off while keeping your distance from the heavy Doombot. No matter which method you choose, make sure to dash away from the heavy Doombot whenever it winds up for a spin attack.

It's also helpful to use a Super Move when you reach the end of the level. As soon as Doctor Doom escapes, run down the ramp and activate Thor's Super Move when the last three A.I.M. goons drop into the area.

Challenge 9: Fire Fighter

To complete this challenge, you must extinguish all 12 of the LEGO fires scattered throughout the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as Iceman to complete this challenge. The first eight LEGO fires are in the starting area. The first seven are in plain sight—simply use Iceman's ranged attack to extinguish these fires as you deal with the enemies that appear in the area. However, the eighth LEGO fire is on the hidden ledge along the back wall.

After you extinguish the fires near the green tank, step into the small enclosure and activate Iceman's flight mode. Move to the right to find the hidden LEGO fire. Make sure that you extinguish the first eight LEGO fires before you leave the starting area.

There's one LEGO fire in the small hallway just past the starting area.

Before you follow the stairs down to the heavy Doombot, extinguish the two LEGO fires to the right.

The last LEGO fire is near the lift at the end of the map. Extinguish all 12 LEGO fires to complete the challenge.

Challenge 10: Multi-Challenge

To complete this challenge, you must play as a civilian character, avoid calling on your Tag partner, and finish the level within the 130-second time limit.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map with any civilian character to attempt this challenge. The challenge prohibits you from calling on your Tag partner, so you must play through the entire level as your chosen civilian character. When the level starts, dash down the steps to the right. Try to attack both of the terminals near the blocked door before the nearby enemies have a chance to attack.

Each terminal begins to overload the moment you strike it, but it takes a couple of seconds for the terminal to explode. Because civilian characters are limited to using basic melee strikes, it can be difficult to defeat large groups of enemies. Rather than fight the nearby A.I.M. goons, just evade their attacks as you wait for the path to open. When it does, dash into the next area.

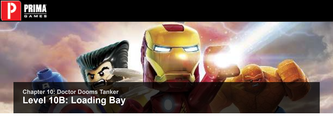
Any nearby A.I.M. goons will follow you into the small hallway, but the confined space makes it a bit easier to keep multiple enemies in melee range. Keep fighting until you've cleared the area of all enemies, then assemble the missing switch and open the path to the next area.

With the limited attacks of a civilian character, it can take a very long time to defeat the heavy Doombot. To stay ahead of the clock, try to lower the bridge without engaging the enemies. Lure the enemies away from the Build-it, then dash around them and begin assembling the lever. If you see an enemy preparing to attack, dash to safety. It's generally faster to assemble the lever with a few interruptions than to spend time in combat.

When you finish assembling the lever, lower the bridge and dash across the water. Slip past the waiting Doombot and use the lift before the enemy has a chance to attack. Charge down to the A.I.M. goons that appear at the end of the map and use melee strikes to defeat them as quickly as possible. Smash the generator and finish the level within the allotted time.

Note

After you complete this challenge, Invisible Woman (Future Foundation) can be purchased for 12,500 studs.



Chapter 10: Doctor Dooms Tanker

Level 10B: Loading Bay

Story Characters

- Spider-Man
- Thor

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, try to complete **Finish Line**, **Stud Collector**, **Red Brick**, **Combo Master**, **No Tag Required**, and **Going Pro**.
2. Playthrough 2: During your second playthrough, try to complete **MODOK Masher**, **Tag Me In**, and the **Multi-Challenge**.
3. Playthrough 3: Revisit the level with Iron Man and complete the **Minikit** challenge.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Loading Bay Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Iron Man (Heroic Age)	Story
	Stud Collector	Collect over 10,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Free Play
	MODOK Masher	Defeat MODOK in 120 seconds or less	None	Story
	Red Brick	Collect the Red Brick	+4 Super Move Slot	Story
	Tag Me In	Defeat 3 enemies with Tag Moves	None	Story
	Combo Master	Perform a ×10 Combo	None	Story
	No Tag Required	Beat the level without using a Tag partner	None	Story
	Going Pro	Clear the level without using a Super Move	None	Story
	Multi-Challenge	Finish the level in 120 seconds; Achieve 3 x6 combo chains; Take less than 3 hearts of damage	The Thing (Future Foundation)	Story

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

When the level starts, MODOK generates a protective barrier and initiates his psionic wave attack. Circle MODOK to avoid this attack as it circles the platform.

Caution

The psionic wave reduces your movement speed if it gets close to you, and it deals heavy damage if it touches you. Start running as soon as the battle begins to ensure that you stay clear of this attack.

Try to position yourself directly behind MODOK as you evade the psionic wave. When the attack ends, MODOK's barrier fades. Use Spider-Man's rapid-fire ranged attacks to chip away at MODOK's health. If you manage to attack MODOK from the rear, you should be able to complete the battle's first phase before he has a chance to react.

Tip

If you attack MODOK from the front, he may dodge several of your projectiles. Don't let that discourage you! The bulk of your attacks will hit MODOK if you just keep at it.

While his barrier is down, MODOK attacks by firing rockets. If you see any reticles appear on the platform, use the Dodge move to dash away from the incoming rockets.

Tip

If you manage to pelt MODOK's back with a steady stream of ranged attacks, it prevents him from utilizing his rockets.

Continue to attack MODOK until his chair malfunctions. As MODOK struggles to regain control of his chair, Doombots emerge from the hatches along the platform's outer edge. Circle the area and defeat the Doombots as they appear. When you defeat all six Doombots, MODOK recovers and returns to the center of the platform.

The battle's second phase is almost identical to the first phase, so try to use the same tactics. Circle the platform to avoid the psionic wave attack, slip behind MODOK, and blast him with a series of ranged attacks when his barrier fades.

Keep attacking MODOK until his chair malfunctions, then circle the platform and defeat the Doombots as they emerge. After you defeat six Doombots, a heavy Doombot leaps out of the hole at the center of the platform. Defeat the heavy Doombot to begin the battle's next phase.

When the battle's final phase begins, MODOK generates another psionic wave. Once again, try to circle the platform and slip behind MODOK before the attack ends, then pelt him with a series of ranged attacks when his barrier fades.

If you're unable to slip behind MODOK, he introduces a new attack. In addition to firing rockets, MODOK produces psionic orbs. Each orb detonates shortly after it appears. Before a psionic orb detonates, however, it follows you around the area. Run away from the orb until it begins to expand, then use the Dodge move to dash to safety.

Continue to attack MODOK until you destroy his chair and finish the level.

Note

After you complete this challenge, Iron Man (Heroic Age) can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 10,000 studs before the level ends.

As you battle the Doombots at the end of the first phase, sweep the platform for studs and breakable objects. Try to collect all the available studs before MODOK returns, then earn the remaining studs by defeating enemies.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as Iron Man. The minikit is located inside the silver LEGO crate on the far side of the platform.

Use Iron Man's ranged attacks to destroy the crate and reveal the minikit.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: MODOK Masher

To complete this challenge, you must defeat MODOK within the 120-second time limit.

The best way to save time is to slip behind MODOK during each of his psionic wave attacks. When his barrier fades, hit him with a series of ranged attacks to disable his chair before he has a chance to react.

It's also important to clear out the additional enemies as quickly as possible. You shouldn't have any trouble with the standard Doombots, but battling the heavy Doombot can take quite a while if you're not careful. Remember to stop attacking whenever the heavy Doombot blocks, and consider using a Super Move if you're running low on time.

Challenge 5: Red Brick

To complete this challenge, you must collect the Red Brick hidden within the level.

The Red Brick is floating near the edge of the area. Before you finish the level, activate Spider-Man's flight mode (web swinging) and collect the Red Brick to the right of the platform.

Note

After you collect this level's Red Brick, you can purchase the +4 Super Move Slot Red Brick for 17,500 studs.

Challenge 6: Tag Me In

To complete this challenge, you must use Tag Moves to defeat three enemies.

The Doombots emerge in pairs, so you'll need to perform at least two Tag Moves to complete this challenge. Use a Tag Move to defeat the first two Doombots that appear, then progress through the battle while the Tag Move recharges. Complete the challenge when the Doombots appear at the end of the battle's second phase.

Challenge 7: Combo Master

To complete this challenge, you must perform a × 10 combo.

If you manage to slip behind MODOK during his psionic wave attack, use a steady stream of ranged attacks to build your combo as soon as his barrier fades. Otherwise, use ranged attacks to build your combo when the Doombots appear.

Challenge 8: No Tag Required

To complete this challenge, you must finish the level without calling on your Tag partner.

Spider-Man is more than capable of finishing the level on his own. Simply avoid calling on your Tag partner for the duration of the battle.

Challenge 9: Going Pro

To complete this challenge, you must finish the level without using a Super Move

Spider-Man's ranged attacks are very effective against MODOK and standard Doombots, and his melee combos are powerful enough to knock the heavy Doombot on its back. Simply clear the level without using any Super Moves.

Challenge 10: Multi-Challenge

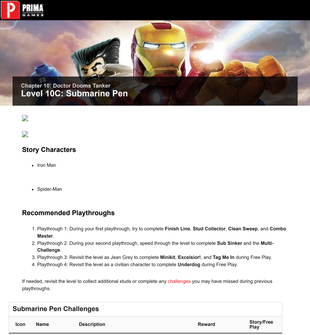
To complete this challenge, you must take less than three hearts of damage, perform three separate ×6 combos, and finish the level within the 120-second time limit.

Each time you slip behind MODOK during his psionic wave attacks, you should be able to perform one of the three required combos each time you disable his chair.

If you attack MODOK while he's facing you, he'll reset your combo each time he dodges. If needed, use ranged attacks to build the required combos as you battle each pair of Doombots. Once you've completed this objective, you just need to stay healthy and finish the battle within the allotted time.

Note

After you complete this challenge, the Thing (Future Foundation) can be purchased for 12,500 studs.



Chapter 10: Doctor Doom's Tanker

Level 10C: Submarine Pen

Story Characters

- Iron Man
- Spider-Man

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, try to complete **Finish Line**, **Stud Collector**, **Clean Sweep**, and **Combo Master**.
2. Playthrough 2: During your second playthrough, speed through the level to complete **Sub Sinker** and the **Multi-Challenge**.
3. Playthrough 3: Revisit the level as Jean Grey to complete **Minikit**, **Excelsior!**, and **Tag Me In** during Free Play.
4. Playthrough 4: Revisit the level as a civilian character to complete **Underdog** during Free Play.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Submarine Pen Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Beast (Astonishing)	Story
	Stud Collector	Collect over 20,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Free Play
	Sub Sinker	Sink Doctor Doom's sub in 130 seconds or less	None	Story
	Excelsior!	Find and rescue Stan Lee	None	Free Play
	Clean Sweep	Defeat all 18 enemies	None	Story
	Combo Master	Perform a ×10 Combo	None	Story
	Tag Me In	Defeat 3 enemies with Tag Moves	None	Free Play
	Underdog	Complete the level as a civilian	None	Free Play
	Multi-Challenge	Finish the level in 130 seconds; Defeat 3 enemies using a single Super Move; Take less than 3 hearts of damage	Cyclops (Astonishing)	Story

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

When the level starts, use Iron Man's flight mode to bypass the first gap in the main path. Land just past the gap and deal with the A.I.M. goons. The nearby doorway is blocked, so you'll need to find another route through the map. Head down the steps to search the platform near the wrecked bridge.

Defeat the nearby A.I.M. goons as you search the area for studs and breakable objects. When you're ready, locate the floating skull trail near the middle of the platform, then use Iron Man's flight mode to follow it through the gap in the fence and into the next area.

Land at the edge of the stud trail, then clear out the nearby enemies. When it's safe, clear the debris from the next doorway and continue to the next area.

Deal with the A.I.M. goons near the steps, then defeat the additional enemies that appear. After you clear the area, head up the steps to find more A.I.M. goons.

When you have cleared out the nearby A.I.M. goons, a heavy Doombot emerges from the large door in the back wall. You must defeat this large enemy before you continue.

Tip

If the heavy Doombot doesn't appear, it means that there's at least one A.I.M. goon left in the room—search the area for remaining enemies.

After you defeat the heavy Doombot, a narrow path appears along the back wall. Defeat the newly arrived A.I.M. goons, then follow the path to the nearby crane.

When you're ready, pull the lever near the crane to finish the level.

Note

After you complete this challenge, Beast (Astonishing) can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 20,000 studs before the level ends.

The bulk of your studs will come from defeated enemies, but the map contains a fair amount of loose studs and breakable objects. As you sweep each area along the main path, use Iron Man's ranged attacks to destroy any breakable objects floating in the water. If you're stud count is a little low, try to counter at least a few A.I.M. goon attacks to ensure that you complete the challenge.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as Jean Grey. Use Iron Man to progress through the level until you fly through the gap in the broken fence. As you pass through the fence, look for the suspicious crate floating in the water.

Land near the end of the stud trail and walk along the narrow ledge above the crate. Switch to Jean Grey and use her telekinesis to lift the crate out of the water.

Smash the crate to reveal the minikit.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Sub Sinker

To complete this challenge, you must sink Doctor Doom's sub within the 130-second time limit.

When the level starts, activate Iron Man's flight mode and head straight for the gap in the broken fence. Land in the next area and quickly clear out the waiting A.I.M. goons.

When you reach the last area, defeat the four A.I.M. goons that appear near the bottom of the steps, then head up and clear out the rest of the room. If you miss any of these goons along the way, you'll have to turn back and deal with them before the heavy Doombot appears.

Remember that you'll waste valuable time if you attack the heavy Doombot while it's defending itself. Each time this enemy starts blocking, halt your attacks until it drops its guard. If you're running low on time, use a Super Move or a Tag Move to help speed up the process. After you defeat the heavy Doombot, run to the crane and pull the lever to sink Doctor Doom's submarine within the allotted time.

Challenge 5: Excelsior!

To complete this challenge, you must find and rescue Stan Lee.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as a Jean Grey (or one of the other telekinetic characters). Stan Lee is pinned under a girder in the first half of the level. Use Iron Man to fly to the girder, then land and clear out the nearby enemies. Switch to Jean Grey and use her telekinesis to lift the girder and rescue Stan Lee.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat 18 A.I.M. goons before you finish the level.

You'll encounter most of the available A.I.M. goons as you move through each area. As long as you avoid flying past the enemies in the first half of the map, you shouldn't have any trouble completing this challenge. Clear each area and make sure to defeat all 18 A.I.M. goons before you sink Doctor Doom's submarine.

Challenge 7: Combo Master

To complete this challenge, you must perform a × 10 combo.

Use Iron Man's rapid-fire ranged attack to defeat a small group of A.I.M. goons. Cycle through the available targets and chain your attacks to build your combo and complete this challenge.

Challenge 8: Tag Me In

To complete this challenge, you must use one or more Tag Moves to defeat three enemies.

Note

This challenge can be completed only during Free Play.

Spider-Man's Tag Move is purely defensive. After you unlock Free Play for this level, return to the map and complete this challenge. With Iron Man as your Tag Partner, you shouldn't have any trouble completing this challenge. Simply gather a few A.I.M. goons and activate Iron Man's Tag Move to defeat all the nearby enemies.

Challenge 9: Underdog

To complete this challenge, you must finish the level as a civilian character.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map as a civilian character to complete this challenge during Free Play. Switch to Iron Man when the level starts, then use his flight mode and superior attacks to progress through the level. When you reach the crane, switch to your civilian character and pull the lever to complete the challenge.

Challenge 10: Multi-Challenge

To complete this challenge, you must use a single Super Move to defeat three enemies, take less than three hearts of damage, and finish the level within the 130-second time limit.

When the level starts, smash the debris near the door and collect the nearby loose studs to begin charging a Super Move. Activate Iron Man's flight mode and grab the studs floating above the gap.

Land just across the gap and use your ranged attack to dispatch the first two A.I.M. goons. Try to counter at least one enemy attack before you defeat them. If needed, destroy a few of the nearby objects. Once your Super Move is ready, activate flight mode and head through the gap in the broken fence.

As you fly into the next area, take care to dodge any incoming attacks. Land on the ledge, then run between the waiting enemies and activate your Super Move. Try to catch all three of the nearby A.I.M. goons in the attack.

Continue through the level and defeat the remaining enemies as quickly as possible. Iron Man is immune to fire, but the explosive barrels can still cause accidental damage. Clear the area quickly, but take care to avoid taking unnecessary risks.

Clear out all the A.I.M. goons in the last room, then defeat the heavy Doombot. Melee strikes deal a bit more damage, but ranged attacks help to ensure that you can dodge incoming attacks. No matter which tactics you use to defeat this enemy, it's very important that you stop attacking each time the heavy Doombot starts blocking. After you defeat the heavy Doombot, clear out the two A.I.M. goons that appear. Race to the crane and pull the lever within the allotted time.

Note

After you complete this challenge, Cyclops (Astonishing) can be purchased for 12,500 studs.

Chapter 1: Sand Central Station

Level 1A: Park Avenue

Story Characters

- The Hulk
- Iron Man

Recommended Playthroughs

1. Playthrough 1: If you ignore the time limit, you can easily complete five challenges on your first play-through. Focus on Finish Line, Stud Collector, Minikit, Clean Sweep, and Roxxon Removal. Just smash every object you encounter and avoid defeating the Abomination until you've cleared out all the lesser enemies.
2. Playthrough 2: Now that you're familiar with the map, speed through the level to earn An Abomination!, Protect Police, and the Multi-Challenge. Race past the police cars without harming them, dodge into at least five Sandman Goons along the way, then quickly finish the level by throwing a vehicle at the Abomination. Beat the clock to earn all three of these challenges.
3. Playthrough 3: Once you've unlocked Free Play for this level, use Iron Man's flight and silver LEGO abilities to complete Civilian Peril and Red Brick.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Park Avenue Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Hulk	Story
	Stud Collector	Collect over 14,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Story
	An Abomination!	Defeat Abomination in 90 seconds or less	None	Story
	Civilian Peril	Rescue all 5 civilians	None	Free Play(Recommended)
	Clean Sweep	Defeat all 24 enemies	None	Story

	Red Brick	Collect the Red Brick	×2 Super Move Slot	Free Play
	Roxxon Removal	Destroy 4 Roxxon vehicles	None	Story
	Protect Police	Do not destroy any police cars	None	Story
	Multi-Challenge	Finish the level in 100 seconds; Defeat 5 enemies using Hulk's Dodge move; Throw a vehicle at Abomination	Sandman Goon	Story

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

This level is essentially a straight path littered with barricades and abandoned vehicles. The first time you play through this level, the game offers a few basic tutorials. Each time a notification appears, follow the instructions to resume the action. Use a combination of melee strikes and throws to clear a path toward the Abomination.

As you smash through the first cluster of cars, Sandman Goons begin attacking. Punches and throws are certainly effective, but it's best to use Hulk's Dodge to charge directly into each enemy. This move is powerful enough to defeat a Sandman Goon in a single hit while making it very difficult for an enemy to land a successful attack.

Any studs you collect are added to the Super Meter. When the meter is fully charged, the game prompts you to perform a Super Move. Follow the instructions to resume the action.

Continue clearing out the enemies and objects along the path. If you're thorough, you should be making good progress on a number of challenges. When you reach the semitruck blocking your path, the game prompts you to call in your Tag partner. Follow the instructions to have Iron Man slice the truck into pieces, then throw the debris at the enemies and objects ahead of you.

Note

On subsequent playthroughs, you can use the Hulk to destroy the truck. Simply punch the truck's red segment until you knock it loose.

As you approach the end of the level, a car tumbles into your path. This is a sign that the Abomination is nearby, so make sure you're ready to face him before you move on. Clear out any nearby enemies and objects to collect studs, charge your Super Move, and search for hearts. If needed, wait for your Tag Move to recharge before you proceed.

The Abomination is waiting just past the green Roxxon trucks at the end of the path. Destroy the truck near the bottom of the screen to reveal a health kit. If your hearts are running low, collect the health kit now. If not, save this useful item in case the impending battle goes poorly.

The easiest way to defeat the Abomination is to throw one of the Roxxon Trucks at him—a direct hit will quickly end the fight. To do so, however, it's generally best to throw the vehicle just as the Abomination moves into range. If you're aiming to complete challenges like **Stud Collector**, **Clean Sweep**, and **Roxxon Removal**, it may be necessary to extend the battle.

The Abomination can block the bulk of your melee attacks, so it's important to strike only when this formidable enemy is vulnerable. If you prefer a defensive strategy, wait for the Abomination to begin a melee combo, then dodge away and wait for him to slam both fists into the ground. When he does, dash in and attack with a series of strikes before he recovers.

If you prefer a more offensive strategy, run in and attack the Abomination. When he begins blocking your strikes, stop attacking and wait for him to counter. When the Abomination cocks his fist back, hit him with a melee combo to deal heavy damage. Wait for him to recover, then repeat the process until you complete the level.

Note

After you complete this challenge, the Hulk becomes available for Free Play. However, Free Play becomes available only after you complete all three levels of Sand Central Station.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 14,000 studs before the level ends.

The best way to ensure that you collect the required studs is to be very thorough as you move through the level. Collect the studs scattered around the environment, defeat every enemy you encounter, and smash every object you see. Since destruction is the key to this challenge, it's best to save the **Protect Police** challenge for a separate playthrough.

There's a nice selection of studs and destructible objects just past the Abomination. If you haven't completed the challenge by the time you reach the end of the map, make sure you search this area before you finish the battle.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

The minikit is hidden under the tail section of the crashed helicopter near the middle of the map.

When you reach the wreckage, destroy the helicopter's tail to reveal the minikit.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: An Abomination!

To complete this challenge, you must defeat the Abomination within the 90-second time limit.

It's important to minimize the time spent on combat and item destruction. Smash through the police barricade near your starting location, then slip past the nearby vehicles as you race to the next area.

Use the Hulk's Dodge to charge through any Sandman Goons that cross your path, and only smash through obstacles that you can't bypass.

As you approach the end of the level, pick up the Roxxon truck near the bottom of the screen. Move forward until the Abomination charges toward you, then throw the truck at him. A direct hit should end the fight with plenty of time left on the clock.

Challenge 5: Civilian Peril

To complete this challenge, you must rescue all five of the civilians that are scattered throughout the level.

Note

Although this challenge can be completed during Story mode, it's much easier to do so during Free Play.

To complete this challenge during Story mode, you must throw cars at the Sandman Goons located off of the main path. However, it's simpler to revisit the level as a flying character. After you unlock Free Play for this level, use a character like Iron Man to rescue the hard-to-reach civilians. When the level starts, fly toward the top of the screen and land on the sidewalk. Move right until you reach a Sandman Goon, then defeat the enemy to rescue the nearby civilian.

Continue along the sidewalk to find another Sandman Goon. Defeat the enemy to rescue the second civilian, then return to the level's starting point.

The third civilian is trapped behind the crashed helicopter. Destroy the helicopter's body to rescue this civilian.

After you smash through the semitruck, destroy the yellow car near the top of the screen to rescue the fourth civilian.

The fifth civilian is hiding behind one of the Roxxon trucks near the end of the level. As you approach the Abomination, destroy the truck near the bottom of the screen to rescue the last civilian.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat 24 Sandman Goons before the level ends.

Most of the level's enemies will attack you as you progress through the level. The Sandman Goons emerge over time, so make sure each area is clear of enemies before you move on.

The last of the Sandman Goons emerge when you reach the Abomination. Make sure you take the time to defeat them before you complete the level.

Challenge 7: Red Brick

To complete this challenge, you must collect the Red Brick hidden within the level.

The Red Brick is hidden on a platform along the buildings in the background. During Free Play, use Iron Man to fly off the main path. Locate the platform suspended above the sidewalk, just above one of the hard-to-reach civilians. When you find it, use Iron Man's ranged attack to destroy the silver LEGO bit, locking the platform into place.

After you destroy the silver LEGO, drop down to the ground and collect the Red Brick from the sidewalk.

Note

This challenge can only be completed during Free Play.

Note

After you collect this level's Red Brick, you can purchase the ×2 Super Move Slot Red Brick for 17,500 studs.

Challenge 8: Roxxon Removal

To complete this challenge, you must destroy the four Roxxon trucks near the end of the level.

The Roxxon trucks are clustered together near the end of the main path. Make sure you destroy all four trucks before you defeat the Abomination.

Challenge 9: Protect Police

To complete this challenge, finish the level without destroying any police cars.

The level contains three police cars, so make sure you keep all of them intact. The first two police cars are flanking a yellow vehicle. Slip through the small gap between the vehicles to ensure that you don't accidentally damage either of the police cars.

The remaining police car is located just past the semitruck. After you destroy the semitruck, throw the truck's red segment toward the top of the screen to ensure the police car isn't damaged as you clear the path. Continue through the opening and defeat Abomination safely away from the police cars.

Caution

Most Super Moves and Tag Moves can destroy nearby objects. Avoid using these special attacks near police cars.

Challenge 10: Multi-Challenge

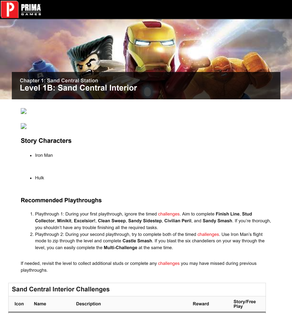
To complete this challenge, you must use the Hulk's Dodge move to defeat five enemies and finish the level by throwing a vehicle at the Abomination within the 100-second time limit.

Move quickly to stay ahead of the time limit. Avoid smashing any obstacles that aren't blocking your path, but make sure that you take the time to dodge into at least five Sandman Goons. Because these enemies tend to attack in groups, you shouldn't have any trouble meeting this requirement before you reach the semitruck.

After you smash through the semitruck, race to the end of the level and grab the Roxxon truck near the bottom of the screen. Inch forward until you locate the Abomination. When he charges, throw the truck at the Abomination to finish the level within the time limit.

Note

After you've unlocked the Shop and completed this challenge, you can purchase the Sandman Goon for 12,500 studs.



Chapter 1: Sand Central Station

Level 1B: Sand Central Interior

Story Characters

- Iron Man

- Hulk

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, ignore the timed challenges. Aim to complete **Finish Line**, **Stud Collector**, **Minikit**, **Excelsior!**, **Clean Sweep**, **Sandy Sidestep**, **Civilian Peril**, and **Sandy Smash**. If you're thorough, you shouldn't have any trouble finishing all the required tasks.
2. Playthrough 2: During your second playthrough, try to complete both of the timed challenges. Use Iron Man's flight mode to zip through the level and complete **Castle Smash**. If you blast the six chandeliers on your way through the level, you can easily complete the **Multi-Challenge** at the same time.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Sand Central Interior Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Iron Man	Story
	Stud Collector	Collect over 25,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Story
	Castle Smash	Defeat the sand fortress in 90 seconds or less	None	Story
	Excelsior!	Find and rescue Stan Lee	None	Story
	Clean Sweep	Defeat all 27 enemies	None	Story
	Sandy Sidestep	Dodge 5 Sand Hand attacks	None	Story
	Civilian Peril	Rescue all 3 civilians	None	Story
	Sandy Smash	Destroy 3 sand hands	None	Story
	Multi-Challenge	Finish the level in 100 seconds; Complete the level using only flight; Destroy 6 chandeliers	Hulk (Gray)	Story

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

When the level starts, use Iron Man's ranged attack to blast the Sandman Goons that emerge in front of you. This area contains several hidden enemies, destructible objects, and a trapped civilian. If you're working on related challenges, make sure that you clear the area before you move on.

If you activate Iron Man's flight mode at the beginning of the level, you'll find the map's first chandelier, a line of floating studs, and a hidden ledge blocked by a silver LEGO barrier. You can complete the **Finish Line** challenge without straying from the main path, but exploring the full map is important for completing many of the level's challenges. If you like, use Iron Man's ranged attack to blast through the silver LEGO and search the hidden area before returning to the main path.

When you're ready to move on, continue along the main path to find the first sand hand. Stand on the nearby reticle to bait the sand hand into attacking. When the reticle turns red, dash to safety, then defeat the sand hand while it prepares its next attack.

Tip

This is a great spot to complete **Sandy Sidestep**, and destroying this sand hand is an important step in completing the **Sandy Smash** challenge.

When you're ready, follow the main path until a wave hand with 5 enemies moves into your path. Blast the enemies as they emerge until the train crumbles and the path opens. If you're working on multiple challenges, it's important to explore the surrounding area. Otherwise, simply continue along the main path.

Clear a path through the enemies and sand hands until you reach the fortress at the end of the map. Activate Iron Man's flight mode and use ranged attacks to destroy both of the cannons. As you do, you must avoid the cannons' attacks, stay clear of the spikes in front of the fortress wall, and defend yourself from the enemies that emerge from the sand. If you find yourself overwhelmed by incoming attacks, use a Tag Mone to quickly clear the area.

Just before a cannon fires, it swells slightly. Use this visual cue to help you identify incoming attacks, then use the Dodge move to avoid each projectile. If you have trouble using this tactic, move back a bit. You won't be able to see your targets, but you will have a little extra time to react to each shot. Destroy both of the cannons to finish the level.

Note

After you complete this challenge, Iron Man becomes available for Free Play. However, Free Play only becomes available after you complete all three levels of Sand Central Station.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 25,000 studs before the level ends.

This level has plenty of enemies, loose studs, and destructible objects. As long as you're thorough, you shouldn't have any trouble meeting the stud requirement. As you move along the main path, make sure you use Iron Man's flight mode to check for chandeliers and floating studs. The hidden ledges contain several destructible objects, to take the time to clear each area.

There's a nice stash of studs on the information booth. Use flight mode to reach the gold studs placed around the edge of the structure, then attack the clock to reveal a hidden blue stud. After you collect the blue stud, destroy the damaged clock to earn a few more studs.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

This minikit is located about halfway through the level. After you destroy the sand train, move toward the top of the screen to find the minikit floating in a large alcove.

As you approach the minikit, the level's second sand hand emerges from the ground. After you defeat the sand hand, grab the minikit from the alcove.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Castle Smash

To complete this challenge, you must finish the level within the 90-second time limit.

When the level starts, activate Iron Man's flight mode. If you're attempting to complete the Multi-Challenge during the same play-through, make sure you destroy all six of the chandeliers hanging above the main path. Otherwise, race straight toward the end of the level.

As you fly along the main path, take care to stay clear of the sand hands. These hazards have a fairly long range, and are capable of reaching you right out of the air. When you don't have enough room to slip past a sand hand, bat it into attacking, then fly over it while it recovers.

Flight mode allows you to bypass most of the level's enemies and obstacles, so you should have plenty of time on the clock when you reach the fortress at the end of the map. Destroy both of the cannons to end the level and complete the challenge.

Challenge 5: Excelsior!

To complete this challenge, you must find and rescue Stan Lee.

Stan Lee is located on the hidden ledge just past the information booth. When you reach this area, use Iron Man's flight mode to slip through the gap in the broken sign near the top of the screen.

Move along the ledge to find two sandman goons harassing poor Stan Lee. Defeat both of the enemies to complete the challenge.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat 27 enemies before you finish the level.

The freedom provided by Iron Man's flight mode makes it very easy to race through the level before all the enemies have emerged. Many are hiding near the beginning of the map. Make sure you've cleared the area before you move past the first sand hand.

Defeat all the enemies that emerge from the subway train. Don't leave the area until the train crumbles away.

There's another group of enemies hiding near the information booth. Make sure all of the enemies have emerged before you move on.

Don't forget the two enemies harassing Stan Lee! Take care of these Sandman Goons before you reach the end of the level.

The last group of enemies emerge as you battle the fortress at the end of the map. Avoid destroying the second cannon until you've defeated the 27 enemies needed to complete the challenge.

Challenge 7: Sandy Sidestep

To complete this challenge, you must dodge five sand hand attacks.

The simplest way to complete this challenge is to successfully dodge five attacks from the first sand hand. Stand on the reticle and wait for it to turn red, then use the Dodge move to dart away from the sand hand's attack. Each successful attempt will result in a progress notification, so avoid destroying the hand until you've completed the challenge.

Challenge 8: Civilian Peril

To complete this challenge, you must rescue all three civilians scattered throughout the level.

After you clear out the first group of enemies, move toward the top of the screen and destroy the debris to rescue the civilian trapped in the small alcove.

Fly up to the hidden ledge near the start of the level and use Iron Man's ranged attack to blast through the silver LEGO barrier. Destroy the objects at the far end of the ledge to rescue the second civilian.

The third civilian is trapped behind some debris near the information booth. Defeat (or avoid) the second sand hand, then destroy the debris to free the final civilian and complete the challenge.

Challenge 9: Sandy Smash

To complete this challenge, you must destroy all three of the map's sand hands.

The first sand hand is located along the main path. Avoid the sand hand's slams and attack until you destroy the hazard.

The second sand hand is located in the large alcove near the center of the map. After you destroy the subway train, move into the alcove and deal with the sand hand.

The third and final sand hand is located near the end of the main path. Destroy all three sand hands to complete the challenge.

Challenge 10: Multi-Challenge

To complete this challenge, you must remain in flight mode, destroy all six of the map's chandeliers, and finish the level within the 100-second time limit.

The six chandeliers are all hanging along the edge of the main path. When the level starts, activate Iron Man's flight mode and move toward the top of the screen to find the first chandelier. If you have trouble targeting the chandelier, use Iron man's ranged attacks to clear out any nearby enemies and objects. Blast the chandelier, then move along the outside of the first hidden ledge and repeat the process on the next two chandeliers.

After you destroy the third chandelier, fly toward the bottom of the screen and slip past the first sand hand. Enemy attacks can knock you out of flight mode, so make sure you avoid getting hit.

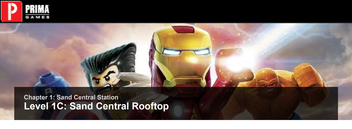
When you reach the subway train, move toward the top of the screen, and destroy the chandelier hanging just past the end of the first hidden ledge.

The last two chandeliers are hanging just outside of the second hidden ledge. Destroy the chandelier hanging near the broken sign, then follow the edge of the path to find the final chandelier. Stay near the hidden ledge to ensure that you avoid the nearby sand hand, then blast the chandelier.

When you've destroyed all six chandeliers, fly to the end of the map and destroy both of the fortress's cannons. If you've remained in flight mode and stayed ahead of the clock, you'll complete the challenge when you finish the level.

Note

After you've unlocked the Shop and completed this challenge, you can purchase Hulk (Gray) for 12,500 studs.



Chapter 1: Sand Central Station

Level 1C: Sand Central Rooftop

Story Characters

- Spider-Man

- Iron Man

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, ignore the timed challenges and focus on completing **Finish Line**, **Stud Collector**, **Minikit**, **Clean Sweep**, **Tag Me In**, and **Going Pro**. Depending on the effectiveness of your Tag Move, you may also earn the **Combo Master** challenge without even trying.
2. Playthrough 2: During your second playthrough, focus on the timed challenges. If you move quickly, avoid taking any damage, and beat the level without using a Tag Move, you shouldn't have any trouble completing **Exit Sandman** and the **Multi-Challenge** during a single playthrough. If you didn't earn **Combo Master** during your first playthrough, this is a great opportunity to complete that challenge.
3. Playthrough 3: When you revisit this level during Free Play, select any character with an area-attack Super Move to easily earn the **Great Power** challenge.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Sand Central Rooftop Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Spider-Man	Story
	Stud Collector	Collect over 12,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Story
	Combo Master	Achieve 2 ×6 combo chains	None	Story
	Exit Sandman	Defeat the Sandman in 90 seconds or less	None	Story
	Clean Sweep	Defeat all 8 enemies	None	Story
	Tag Me In	Defeat 2 enemies with Tag Moves	None	Story
	Great Power	Defeat 2 enemies using Super Moves	None	Free Play
	Going Pro	Clear the level without using a Super Move	None	Story
	Multi-Challenge	Finish the level in 100 seconds; No damage taken; Finish the level without a Tag partner	Sandman	Story

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

The battle with Sandman consists of three major phases. When the level starts, hit Sandman with a series of ranged attacks. During the first phase, sand erupts through the grates in the platform. As you attack, watch for the sand swelling up beneath you. When this happens, use the Dodge move to dash to a nearby grate before the sand blasts into the air.

Caution

If you linger on any of the three grates near Sandman, he'll use a powerful slam to attack you directly. Whenever you spot one of these attacks coming, use the Dodge move to dash out of range.

Continue to dodge and attack until you deplete all of Sandman's health. When he dives back underground, four Sandman Goons leap onto the platform. Defeat these enemies before the battle's second phase begins.

Tip

The Sandman Goons that appear between the battle's phases are an important part of several challenges. Depending on your current goals, you may want to defeat each wave with a Super Move, a Tag Move, or basic attacks.

During the second phase, Sandman attacks by sending a series of shock waves across the platform. Stand on the central grate and use Spider-Man's flight mode (web-swinging) to avoid the first shock wave. Fire off a couple of ranged attacks until the shock wave passes, then drop down and resume your attacks from the ground. Sandman lets out a laugh before each shock wave—each time you hear him laugh, activate flight mode to avoid the attack. Repeat the process until you've depleted all of Sandman's health.

Caution

If you spend too long in flight mode, Sandman begins firing off his own projectiles.

Defeat the second wave of Sandman Goons before the battle's third and final phase begins. During this phase, Sandman creates a series of dust devils. As you continue your ranged attacks, use the Dodge move to stay clear of each dust devil as it roams around the platform. Deplete Sandman's health one more time to end the battle and finish the level.

Note

After you complete this challenge, Spider-Man becomes available for Free Play. Completing this challenge also unlocks the game's Shop.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 12,000 studs before the level ends.

There are some loose studs scattered around the area, but the bulk of the level's studs are contained within the pipes located along the edges of the platform. Before you engage the Sandman, destroy each of these pipes to collect the hidden studs.

Each time you destroy a pipe, it takes a few seconds for all of its studs to appear on the platform. It's important to dodge the Sandman's attacks, but make sure you stay close enough to collect the studs before they disappear.

The level's remaining studs are earned by defeating the Sandman Goons that leap onto the platform. Again, make sure you collect all of the available studs before they vanish.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

Move toward the top of the screen to find the minikit poking out of the sand. Use Spider-Man's Grab move (web lasso) to grapple onto the minikit and pull it out of the sand. It takes a few seconds to free the minikit, so try to initiate the grapple just after Sandman attacks.

When the minikit is free, it lands on the platform. Collect it to complete the challenge.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Combo Master

To complete this challenge, you must perform two ×6 combos before you finish the level.

You can't earn combos by attacking Sandman, so this challenge depends on the Sandman Goons that appear throughout the battle. The simplest way to complete this challenge is to attack each wave of Sandman Goons with a flurry of ranged attacks. Iron Man's Tag Move is also capable of earning a ×6 combo, but only when at least three enemies are in range. Earn a ×6 combo during each of the Goon waves to complete the challenge.

Challenge 5: Exit Sandman

To complete this challenge, you must defeat Sandman within the 90-second time limit.

As long as you focus on attacking Sandman and avoiding incoming attacks, you shouldn't have much trouble completing this challenge. Ignore the pipes and studs scattered around the platform to make sure the battle progresses as quickly as possible.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat all eight of the Sandman Goons that appear during the battle.

There's no place for the Sandman Goons to hide, so all you need to do to complete this challenge is defeat each enemy before it's destroyed by Sandman's attacks. These enemies are vulnerable to Sandman's slams and dust devils, so it's best to clear each wave before the battle's next phase begins.

Challenge 7: Tag Me In

To complete this challenge, you must use one or more Tag Moves to defeat two enemies.

With proper timing, Iron Man's Tag Move is capable of wiping out an entire wave of Sandman Goons. Initiate the Tag Move during the first goon wave, then stay near Iron Man to draw the enemies into range. If you fail to complete the challenge during the first wave, prolong the battle until the Tag Move recharges and use the next wave of goons to make a second attempt.

Challenge 8: Great Power

To complete this challenge, you must use one or more Super Moves to defeat two enemies.

Note

This challenge can be completed only during Free Play.

Spider-Man's starting Super Move does no damage. To complete this challenge, you must purchase his second Super Move or select a different character during Free Play. No matter which option you choose, it's best to charge a Super Move as quickly as possible. Before you complete the battle's first phase, attack the nearby pipes until you've collected enough studs to activate your Super Move slot.

Once your Super Move is charged, attack Sandman until the first four Sandman Goons leap onto the platform. When they're in range, use an offensive Super Move to defeat as many enemies as possible. If you don't complete the challenge on your first attempt, try to charge another Super Move before the second goon wave.

Challenge 9: Going Pro

To complete this challenge, you must clear the level without using a Super Move.

All you have to do to complete this challenge is resist the urge to utilize Super Moves. Keep moving and use ranged attacks to avoid being overwhelmed by incoming enemies.

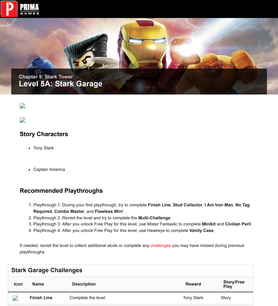
Challenge 10: Multi-Challenge

To complete this challenge, you must avoid taking any damage and complete the level without calling on your Tag partner within the 100-second time limit.

By far, the most difficult part of this challenge is avoiding damage for the duration of the battle. Speed is important, but you have more than enough time to defeat Sandman without taking unnecessary risks. Utilize your ranged attacks as you defend yourself from Sandman and his goons. Stay out of harm's way, keep your Tag partner out of the battle, and finish the level before time expires to complete the challenge.

Note

After you complete this challenge, Sandman can be purchased for 12,500 studs.



Chapter 5: Stark Tower

Level 5A: Stark Garage

Story Characters

- Tony Stark
- Captain America

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, try to complete **Finish Line**, **Stud Collector**, **I Am Iron Man**, **No Tag Required**, **Combo Master**, and **Flawless Win!**
2. Playthrough 2: Revisit the level and try to complete the **Multi-Challenge**.
3. Playthrough 3: After you unlock Free Play for this level, use Mister Fantastic to complete **Minikit** and **Civilian Peril**.
4. Playthrough 4: After you unlock Free Play for this level, use Hawkeye to complete **Vanity Case**.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs.

Stark Garage Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Tony Stark	Story
	Stud Collector	Collect over 10,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Free Play
	I Am Iron Man	Retrieve the Iron Man Mk1 armor in 90 seconds or less	None	Story
	Civilian Peril	Rescue all 3 civilians	None	Free Play
	No Tag Required	Beat the level without using a Tag partner	None	Story
	Combo Master	Perform a +10 combo	None	Story
	Flawless Win!	Complete the level without taking any damage	None	Story
	Vanity Case	Rebuild all the Iron Man portraits	None	Free Play
	Multi-Challenge	Finish the level in 100 seconds; Defeat 5 enemies using Super Moves; Defeat 2 enemies using a single Tag Move	Howard Stark	Story

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

When the level starts, a laser an energy barrier switches on and starts moving toward you. The path ahead is blocked by a laser wall. Use melee attacks to destroy the glowing generator on each side of the laser wall. Move quickly to deactivate the lasers before the energy barrier reaches you.

Try to collect some loose studs as you go by with between objects and enemies. It's best to avoid combat or unnecessary destruction as you race to stay ahead of the energy barrier, but don't hesitate to smash a few obstacles if you find yourself in a tight spot.

As you move past the desks, look for the green car on the nearby ramp. When you reach this vehicle, stop and wait for it to roll across your path before you continue.

As soon as the car rolls past you, continue down the path to find the second laser wall emerging from the floor. Stop clear of the explosive caused by the car crash and destroy the glowing generator on each side of the lasers. Move quickly to ensure that you disable the wall before the energy barrier catches up to you.

Slip between the tumbling crates, then weave through the explosive barrels, enemies, and machinery until you reach the final laser wall. Move quickly to disable the lasers and continue to the next area.

Soon after you pass the third laser wall, more explosive barrels come tumbling off a nearby forklift. Dash past the forklift to make sure you're clear by the time the barrels fall to the floor, then continue to the electrified panels just down the path. These panels raise and lower in a wavelike pattern, so slip across the lowered panels before they activate.

Tip

The energy barrier won't follow you past the first row of electrified panels. Don't be afraid to catch your breath before you continue.

Slip across the second row of electrified panels and enter the chamber near the end of the path. After a moment, Tony Stark emerges as Iron Man (Mk7). Move to the left to find some newly armed enemies.

If you managed to collect enough studs on your way through the level, consider using a Super Move to quickly clear the area. If not, just use standard tactics to defeat each enemy in turn. As you do, use the Dodge move to dash away from lobbed grenades and defeated enemies.

Caution

Extremis soldiers explode when they're defeated. When you defeat one of these enemies, dash away to get clear of the blast.

Once it's safe, destroy the terminal near the suit chamber to deactivate the electrified panels. You're now free to explore the area and collect any loose studs you may have missed.

When you're ready, stand between the deactivated panels and use your ranged attacks to blast through the silver LEGO doors. Head through the opening to finish the level.

Note

After you complete this challenge, Tony Stark can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 10,000 studs before the level ends.

The energy barrier prevents you from making a thorough sweep of the area, but you can collect some very valuable studs as you race through the level. If you haven't completed the challenge by the time you defeat the last group of enemies, backtrack through the garage to grab any loose studs you missed.

Challenge 3: Minikit

To complete this challenge, you must collect the Minikit hidden in the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map with Mister Fantastic. After you deactivate the electrified panels, use Mister Fantastic slip through the vent near the silver LEGO doors.

When you emerge in the hidden area, smash the terminal in the corner to lower the nearby barrier. Defeat any Extremis soldiers that emerge from the floor, then head through the opening to return to the main path.

When you smashed the terminal, you also opened the neighboring room. Head into the second room to find the minikit.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: I Am Iron Man

To complete this challenge, you must equip the Iron Man Mk1 armor in 90 seconds or less

The energy barrier forces you to race through most of the map, as long as you hurry through the electrified panels, you shouldn't have any trouble staying ahead of the clock.

When you reach the end of the map, enter the chamber within the allotted time to complete the challenge.

Challenge 5: Civilian Peril

To complete this challenge, you must rescue the three civilians scattered throughout the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, revisit the map with Mister Fantastic. When the level starts, smash the desk to the right to free the first trapped civilian. Move quickly! You must rescue the civilian and deactivate the laser wall before the energy barrier reaches you.

After you deactivate the second laser wall, weave through the explosive barrels and move to the left to find another civilian trapped under a table. Smash the table to rescue the civilian before the energy barrier catches you.

The final civilian is located in one of the sealed rooms. After you deactivate the electrified panels, use Mister Fantastic to slip through the vent near the silver LEGO door.

When you emerge, destroy the nearby console to drop the barrier, defeat the enemies that appear, and head to the neighboring room to find the civilian standing near the minikit.

Challenge 6: No Tag Required

To complete this challenge, you must finish the level without calling on your Tag partner.

Avoid combat until you acquire the armor, then use any combination of melee attacks, ranged attacks, and Super Moves to defeat the remaining enemies. Simply avoid using any Tag Moves for the duration of the level.

Challenge 7: Combo Master

To complete this challenge, you must perform a +10 combo.

The Iron Man Mk1 armor has a fairly slow ranged attack, however, it's primary Super Move is a great way to complete this challenge. Collect the loose studs as you race through the map—try to fill your meter before you acquire the armor. When you step out of the chamber, collect a nearby stud to fill your Super Move Slot. Approach the nearby enemies and activate your armed Super Move (flamethrower). Sweep the flames across the enemies until you complete the challenge.

Tip

If you prefer, you can complete this challenge with a series of standard attacks, or revisit the level during Free Play to take advantage of a character with a rapid-fire ranged attack.

Challenge 8: Flawless Win!

To complete this challenge, you must finish the level without taking any damage.

Once you're familiar with the level, it's fairly easy to avoid all of the hazards scattered across the map. However, it can be surprisingly difficult to stay healthy during the brief outside of the armor chamber. If possible, use a Super Move to end the battle quickly. Otherwise, keep moving to avoid the explosions caused by lobbed grenades and defeated enemies.

Challenge 9: Vanity Case

To complete this challenge, you must assemble the three Iron Man portraits scattered throughout the level.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play, revisit this map with Hawkeye. When you reach the armor chamber at the end of the map, assemble the nearby Build-it to repair the first Iron Man portrait.

After you've deactivated the electrified panels, move back toward your starting location. Look for the three switches mounted between two of the sealed rooms. Use Hawkeye's sharpshooting ability to trigger all three switches in a single shot.

When the first barrier lowers, head into the open room and assemble the Build-it to repair the second portrait. Before you leave, smash all the objects scattered around the room.

Once you clear out the first room, the second barrier lowers. Head into the neighboring room to find another Build-it. Assemble the Build-it to repair the third portrait.

Challenge 10: Multi-Challenge

To complete this challenge, you must defeat at least two enemies with a single Tag Move, use one or more Super Moves to defeat at least five enemies, and complete the level within 100 second time limit.

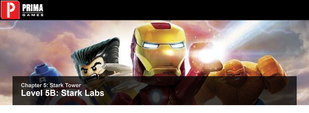
As you run through the level, activate your Tag Move near any of the clustered enemies. As Captain America performs his attack, you're free to keep moving.

Remember to collect the loose studs on your way through the level. Try to fill the meter before you reach the end of the map. Avoid collecting the loose studs near the chamber until you've acquired the Mk1 armor. After you emerge from the chamber, collect the loose studs to finish charging your Super Move. Move to the left and use the flamethrower Super Move to clear the area.

If your Tag Move and Super Move were both successful, all you have to do now is beat the clock. Deactivate the electrified panels, blast through the silver LEGO door, and finish the level before time runs out.

Note

After you complete this challenge, Howard Stark can be purchased for 5,000 studs.



Chapter 6: Stark Tower

Level 9B: Stark Labs

Story Characters

- Iron Man (Mk1)
- Captain America

Recommended Playthroughs

1. Playthrough 1: During your first playthrough, ignore the time challenges. Try to complete **Finish Line**, **Stud Collector**, **Clean Sweep**, **Going Pro**, and **Tag Me In**.
2. Playthrough 2: During your second playthrough, try to race through the level and complete **Offline**, **Combo Master**, and the **Multi-Challenge**.
3. Playthrough 3: After you unlock Free Play, revisit the level with Hulk to complete **Excelsior!**
4. Playthrough 4: After you unlock Jean Grey, revisit the level to complete the **Minikit** challenge.

If needed, revisit the level to collect additional studs or complete any challenges you may have missed during previous playthroughs. Stark Labs Challenges

Icon	Name	Description	Reward	Story/Free Play
	Finish Line	Complete the level	Iron Man (Mk1)	Story
	Stud Collector	Collect over 40,000 studs	None	Story
	Minikit	Collect the minikit	Collectible Card	Free Play
	Offline	Override the security system in 90 seconds or less	None	Story
	Excelsior!	Find and rescue Stan Lee	None	Free Play
	Clean Sweep	Defeat 8 enemies	None	Story
	Combo Master	Perform a x10 combo	None	Story
	Going Pro	Clear the level without using a Super Move	None	Story
	Tag Me In	Defeat 3 enemies with Tag Moves	None	Story
	Multi-Challenge	Finish the level in 100 seconds or less; Take less than 3 hearts of damage; Beat the level without a tag partner	Pepper Potts	Story

Challenge 1: Finish Line

To complete this challenge, simply finish the level.

When the level starts, head down the steps to find the first cluster of enemies. The area is littered with explosives, so be very careful during this battle. Consider activating your Tag Move and retreating to a safe distance, or dash to the cracked wall to the right and use the missiles to help clear the area.

Tip

To take advantage of a missile rack, stand beside it and use a melee strike to activate each of the weapons.

Search the area for studs and breakable objects as you follow the path down to the laser wall. Destroy each of the glowing generators to deactivate the lasers, then defeat the robotic enemy that drops into the area.

When you're ready, clear the crates from the steps and run to the next area. Dodge past the Extremis soldiers emerging from the chamber near the top of the steps. If you're working on challenges that require combat or stud collection, consider lingering in this area as new soldiers arrive. Otherwise, destroy the robotic enemy at the nearby terminal to prevent more enemies from exiting the chamber.

Follow the main path to find a robotic enemy using second terminal. Defeat the enemy to raise a large laser cannon and reveal the nearby switch. More enemies are lurking nearby, so take a moment to clear the area.

When you're ready, stand on the switch until it turns green to activate the laser cannon.

After the laser cuts through the barrier, head into the final area. Defeat the waiting Extremis soldiers, then move toward the bottom of the screen and destroy the robotic grenade launcher.

When it's safe, move toward the top of the screen and observe the three pressure switches along the back wall. Every few seconds, each switch is struck with a surge of electricity.

Wait for a surge to strike the nearest switch. When it passes, step onto the switch and wait for the nearby panel to slide open. Use a ranged attack to blast the exposed robot. Repeat the process on the two remaining switches to shut off the power. When you do, two missile turrets emerge from the floor.

Each time a turret fires a missile, dash away and hit the turret with a ranged attack. Use this tactic until you destroy both turrets.

When it's safe, examine the security system in the center of the room. Stay off the central platform and blast one of the attached robots with a ranged attack. The security system raises a shield and sends a current through the platform. As you wait for the shield to drop, defeat any new enemies that appear in the area. Repeat the process until you've destroyed all the robots attached to the device.

When you deactivate the security system, Pepper Potts hops out of her cell and uses the nearby armor chamber. When she's done, step into the chamber to equip the Iron Man Mk42 armor. Head through the nearby door when you're ready to finish the level.

Note

After you complete this challenge, Iron Man (Mk1) can be purchased for 12,500 studs.

Challenge 2: Stud Collector

To complete this challenge, you must collect over 40,000 studs before the level ends.

In addition to the enemies and breakable objects scattered around the level, there are some very valuable loose studs to be found. Most of the studs are in plain sight, but make sure you destroy the large pipes near the steps—you'll find a valuable purple stud hidden behind them.

When you're attempting this challenge, make sure you allow plenty of enemies to emerge from the Extremis chamber. Avoid defeating the nearby robot until you've collected a healthy amount of studs from fallen enemies. As always, you can gain a nice boost to your tally by countering enemy attacks.

Challenge 3: Minikit

To complete this challenge, you must collect the minikit hidden in the level.

Note

This challenge can be completed only during Free Play.

After you unlock Jean Grey, revisit this level to collect the minikit. As you pass by the robotic arms, stop and use Jean Grey's telekinesis to throw the small object on the other side of the glass.

After the object destroys the control terminal, wait for the robotic arms to pass the minikit through the small opening.

Note

After you complete this challenge, a randomly selected Collectible Card is unlocked.

Challenge 4: Offline

To complete this challenge, you must override the security system within the 90-second time limit.

The best way to save valuable seconds is to avoid unnecessary combat. Collect the lose studs along the main path as you skip past the enemies. Destroy the laser wall and hurry up the steps until you reach the robot near the Extremis chamber. Destroy the robot to close the chamber, then take out the robot at the next terminal.

As you wait for the laser cannon to move into place, grab the nearby studs. You should have at least one Super Move charged at this point—use it now to quickly deal with the swarming enemies. Step on the switch when it emerges, then hurry into the next room.

Instead of engaging the remaining enemies, dash toward the bottom of the screen and circle around the security system. Grab the loose studs along the way to charge another Super Move.

Wait near Pepper's cell until a surge of electricity hits the nearby switch. When it's safe, stand on the switch and blast the exposed robot. Move to the left and repeat the process on the remaining switches.

After you've destroyed the three robots on the wall, dash to the nearest missile turret and activate your flamethrower Super Move. Make sure that you're close enough to destroy the turret before the attack ends.

Move back to the right until you can see the robots on the central platform. Use your ranged attacks to destroy one of the robots, then deal with any enemies that arrive while you wait for the shield to lower. Repeat the process to overrde the security system before time runs out.

Challenge 5: Excelsior!

To complete this challenge, you must find and rescue Stan Lee.

Note

This challenge can be completed only during Free Play.

After you unlock Free Play for this level, use Hulk to rescue Stan Lee. When the level starts, clear out the nearby enemies and locate the cracked wall to the right. Use one of Hulk's powerful melee strikes to smash through the wall and rescue Stan Lee.

Challenge 6: Clean Sweep

To complete this challenge, you must defeat eight Extremis soldiers.

To ensure that you complete this challenge, avoid closing the Extremis chamber until all the hidden enemies have emerged. Simply defeat the soldiers as they appear.

Challenge 7: Combo Master

To complete this challenge, you must perform a × 10 combo.

During Story mode, the safest way to complete this challenge is to use your flamethrower Super Move. Lure several enemies into one area, then activate the Super Move and sweep the flames across the entire group.

Challenge 8: Going Pro

To complete this challenge, you must finish the level without using a Super Move.

As you battle enemies, use ranged attacks and evasive maneuvers to achieve victory without relying on Super Moves.

Challenge 9: Tag Me In

To complete this challenge, you must use one or more Tag Moves to defeat at least three enemies.

The simplest place to complete this challenge is at the start of the level. Head down the steps and lure the enemies into a single area, then activate your Tag Move to complete the challenge right away.

Challenge 10: Multi-Challenge

To complete this challenge, you must take less than three hearts of damage, avoid calling on your Tag partner, and complete the level within the 100-second time limit.

When you attempt this challenge, use the same basic tactics described in the **Offline** challenge. Make sure that you charge your Super Move by the time you reach the laser cannon. This not only allows you to clear the area very quickly, it's the best way to ensure that you don't take damage as you deal with multiple Extremis soldiers.

Once you've deactivated the security system, remember to use the armor chamber. Avoid taking damage or calling on your Tag partner, then finish the level within the allotted time to complete the challenge.

Note

After you complete this challenge, Pepper Potts can be purchased for 5,000 studs.